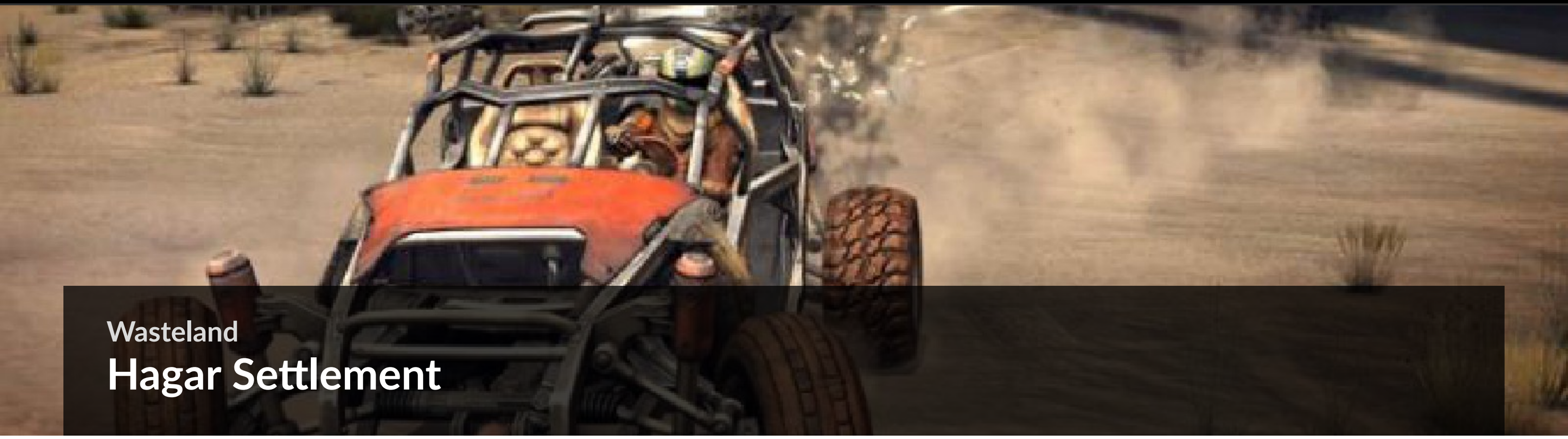
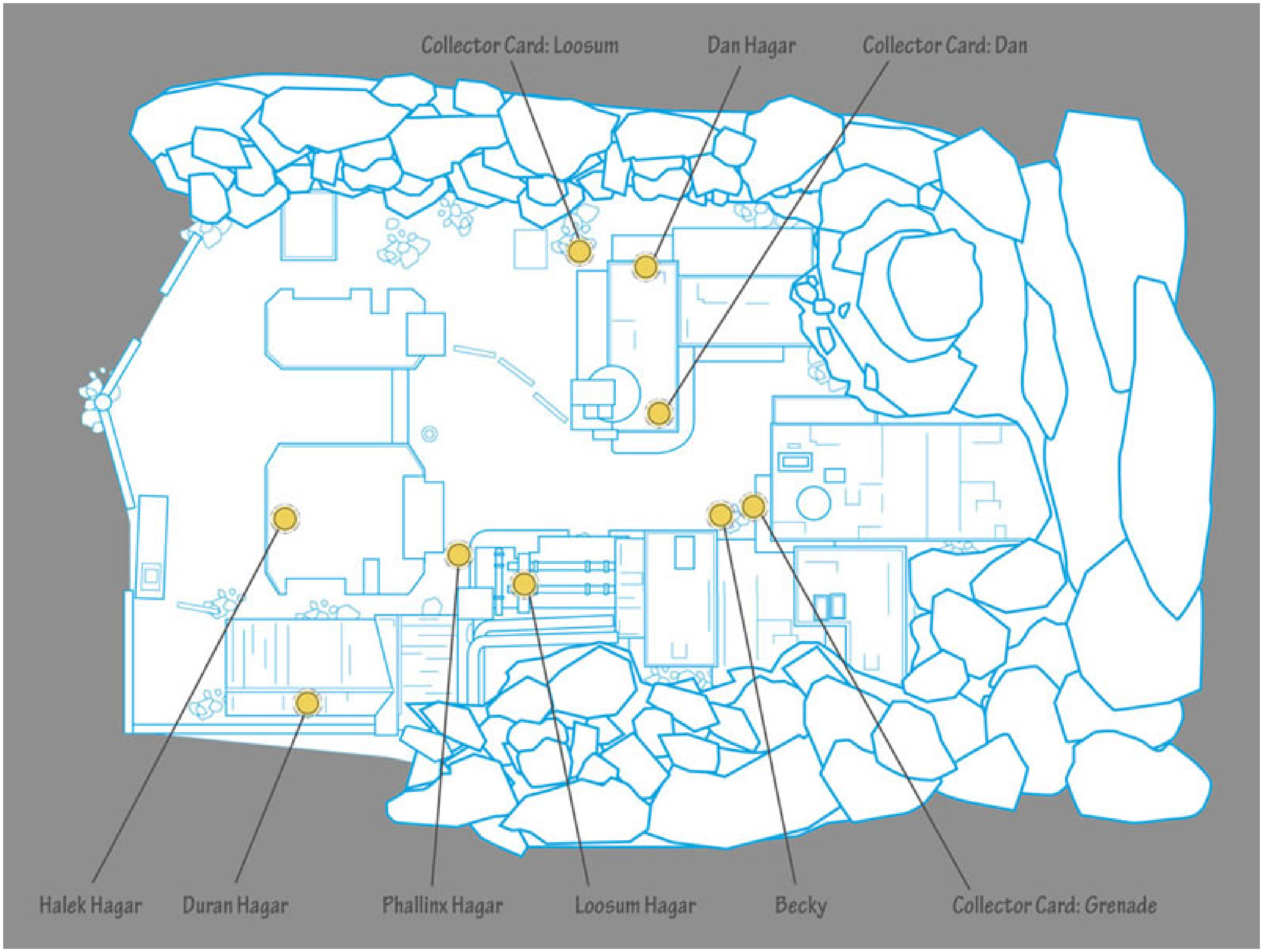
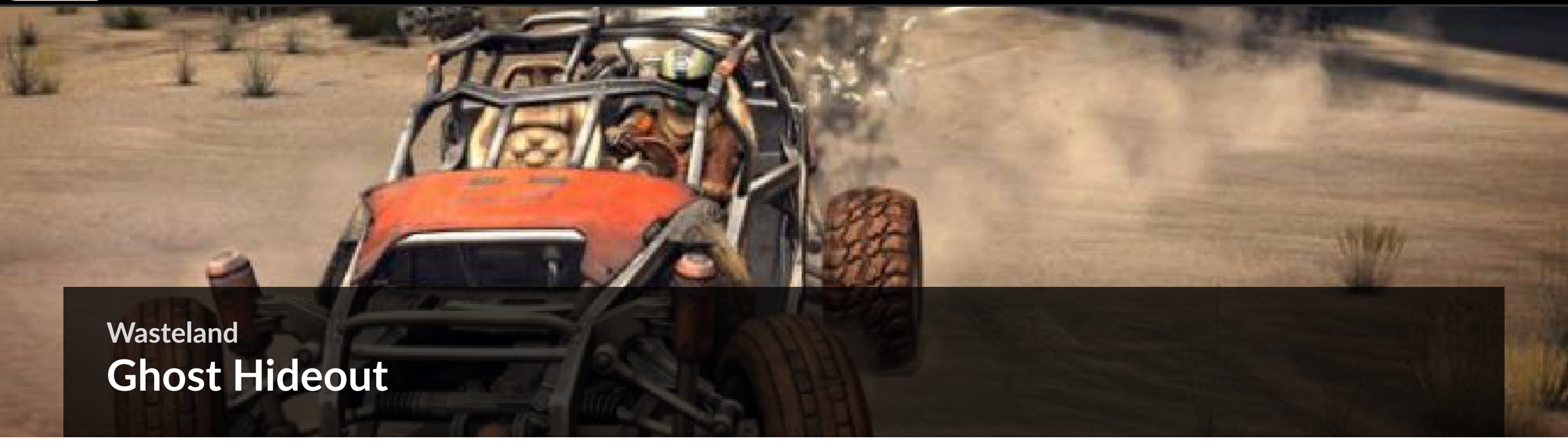


Wasteland

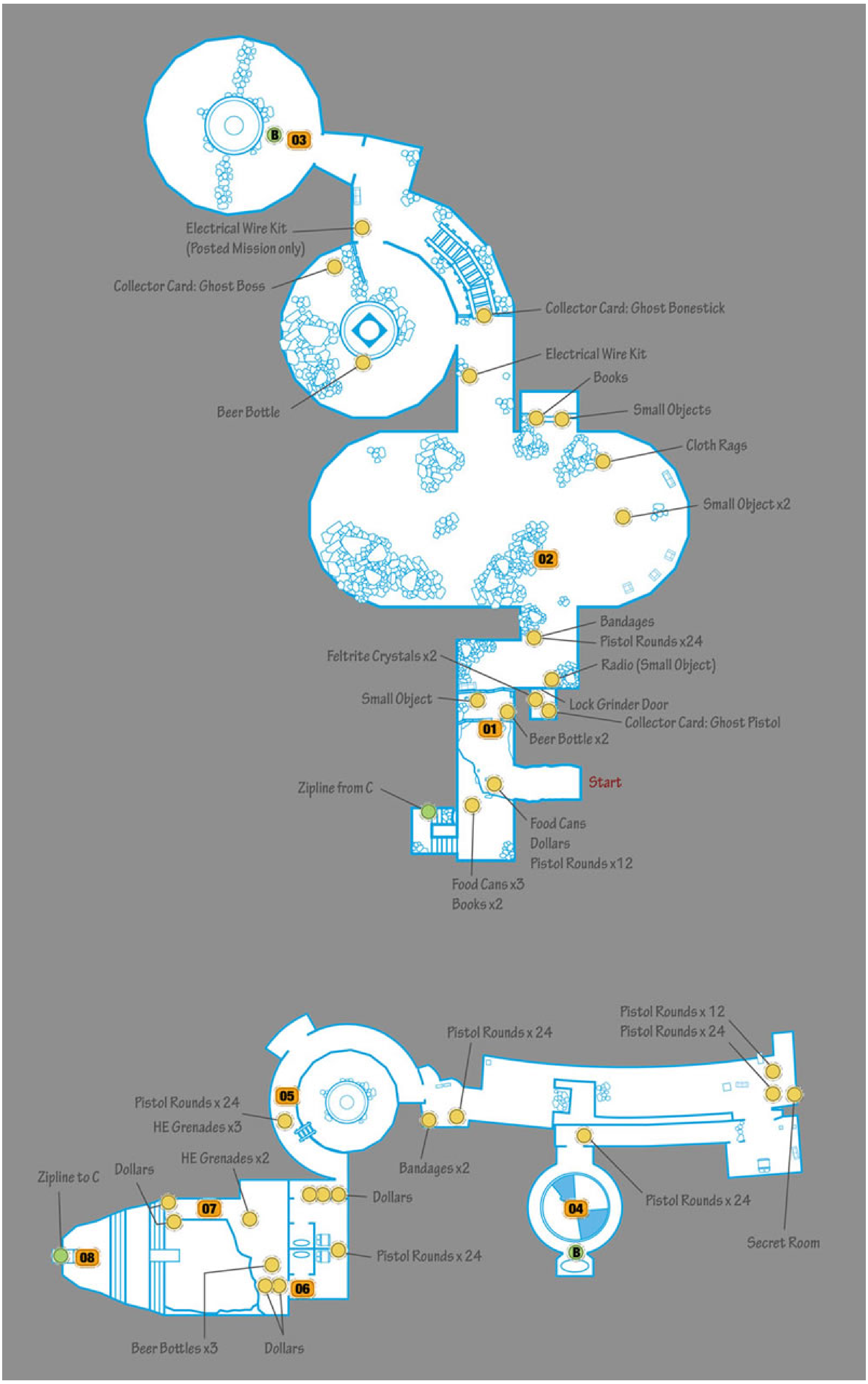
Hagar Settlement

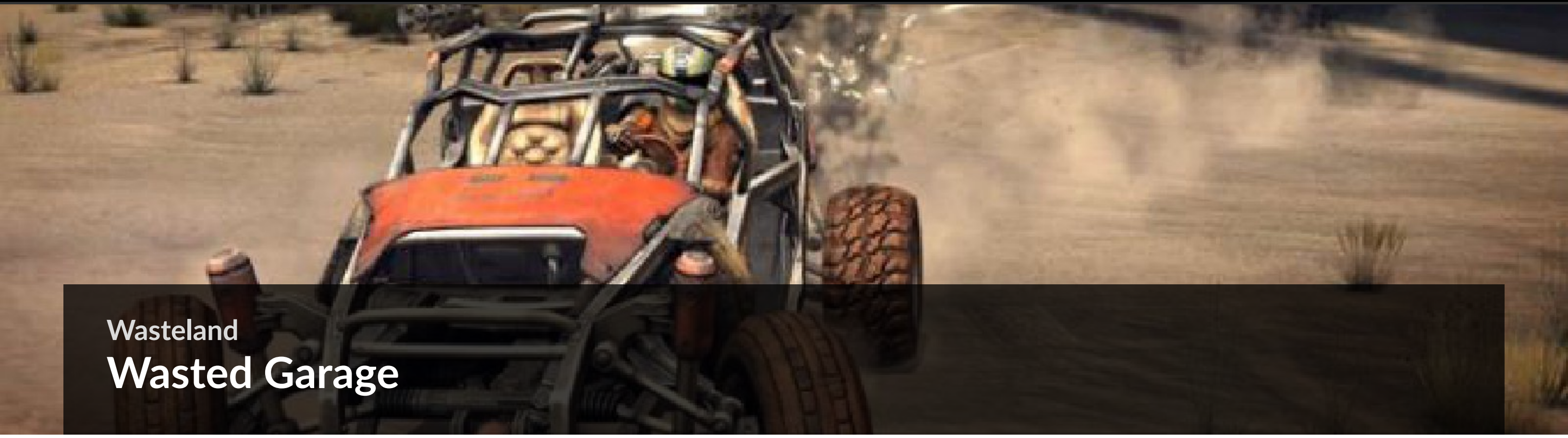

Collector Card: Loosum
Dan Hagar
Collector Card: Dan
Halek Hagar
Duran Hagar
Phallinx Hagar
Loosum Hagar
Becky
Collector Card: Grenade



Wasteland

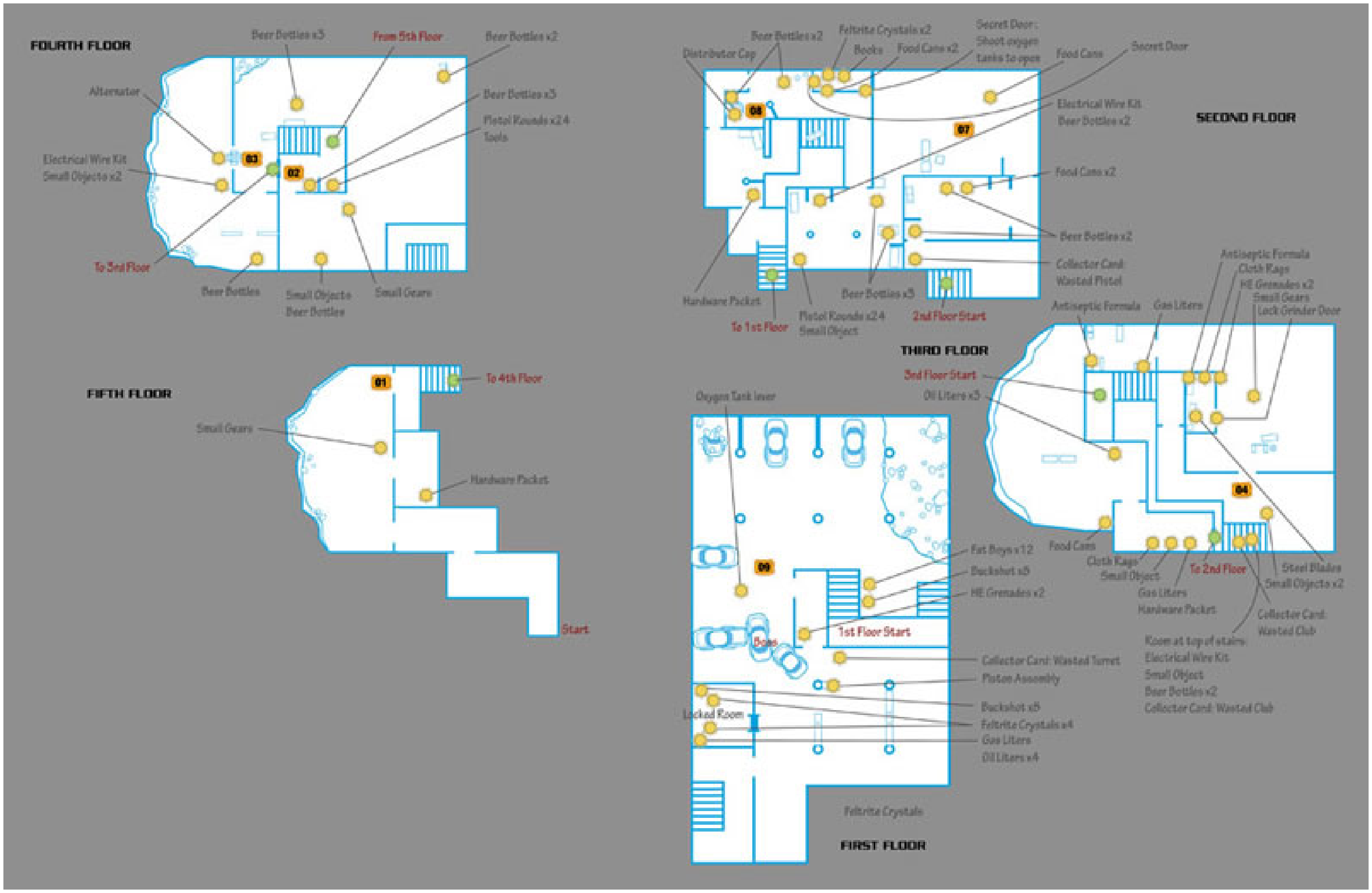
Ghost Hideout

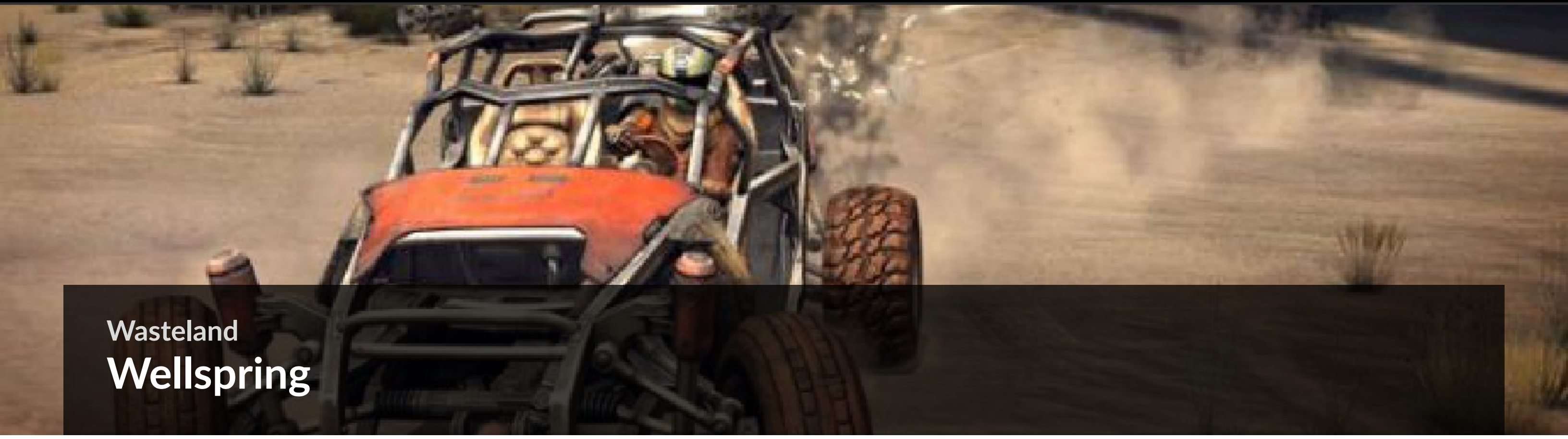

03
B
Electrical Wire Kit
(Posted Mission only)
Collector Card: Ghost Boss
Collector Card: Ghost Bonestick
Electrical Wire Kit
Beer Bottle
Books
Small Objects
Cloth Rags
Small Object x2
02
Bandages
Pistol Rounds x24
Feltrite Crystals x2
Radio (Small Object)
Small Object
Lock Grinder Door
Collector Card: Ghost Pistol
01
Beer Bottle x2
Start
Zipline from C
Food Cans
Dollars
Pistol Rounds x12
Food Cans x3
Books x2
Pistol Rounds x 24
Pistol Rounds x 12
Pistol Rounds x 24
05
Pistol Rounds x 24
HE Grenades x3
Bandages x2
HE Grenades x2
Zipline to C
Dollars
07
Dollars
04
Pistol Rounds x 24
Secret Room
B
08
Pistol Rounds x 24
06
Beer Bottles x3
Dollars



Wasteland

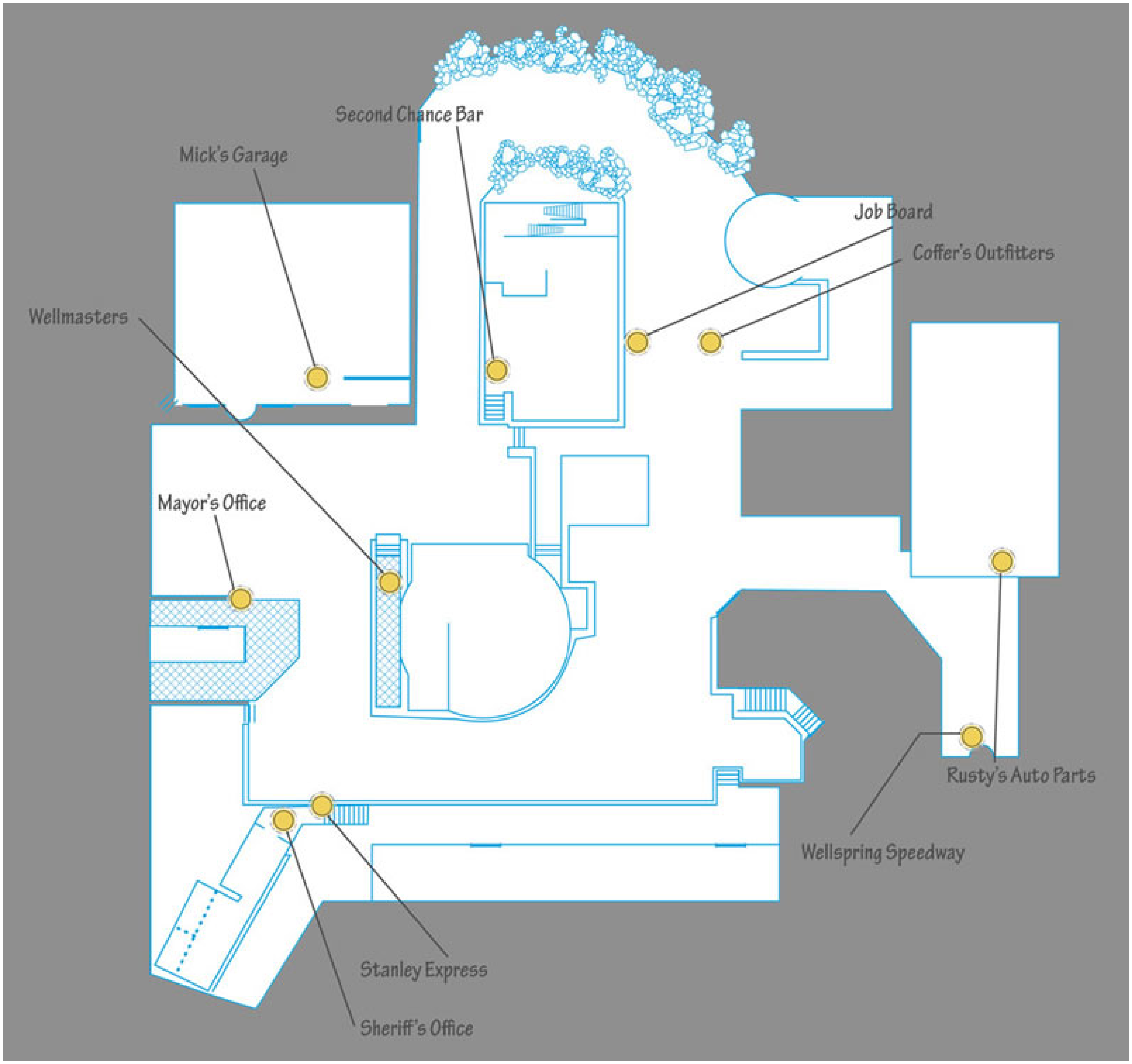
Wasted Garage

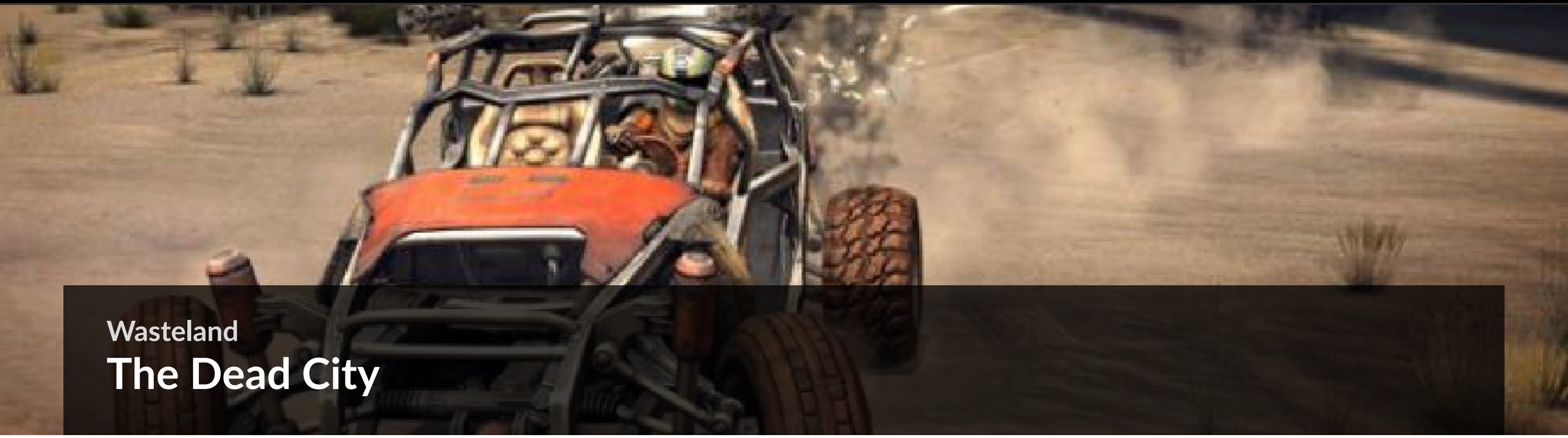

FOURTH FLOOR
Beer Bottles x3
From 5th Floor
Beer Bottles x2
Alternator
Beer Bottles x3
Pistol Rounds x24
Tools
03
02
Electrical Wire Kit
Small Objects x2
To 3rd Floor
Beer Bottles
Small Objects
Beer Bottles
Small Gears
FIFTH FLOOR
01
To 4th Floor
Small Gears
Hardware Packet
Start
Distributor Cap
Beer Bottles x2
Feltrite Crystals x2
Books
Food Cans x2
Secret Door :
Shoot oxygen
tanks to open
Food Cans
Secret Door
08
07
Electrical Wire Kit
Beer Bottles x2
SECOND FLOOR
Food Cans x2
Beer Bottles x2
Collector Card:
Wasted Pistol
Hardware Packet
To 1st Floor
Pistol Rounds x24
Small Object
Beer Bottles x3
2nd Floor Start
THIRD FLOOR
Antiseptic Formula
Gas Liters
Antiseptic Formula
Cloth Rags
HE Grenades x2
Small Gears
Lock Grinder Door
3rd Floor Start
Oil Liters x3
04
Food Cans
Cloth Rags
Small Object
Gas Liters
Hardware Packet
To 2nd Floor
Steel Blades
Small Objects x2
Collector Card:
Wasted Club
Room at top of stairs:
Electrical Wire Kit
Small Object
Beer Bottles x2
Collector Card: Wasted Club
Oxygen Tank lever
09
Boss
Fat Boys x12
Buckshot x5
HE Grenades x2
1st Floor Start
Collector Card: Wasted Turret
Piston Assembly
Locked Room
Buckshot x5
Feltrite Crystals x4
Gas Liters
Oil Liters x4
Feltrite Crystals
FIRST FLOOR



Wasteland

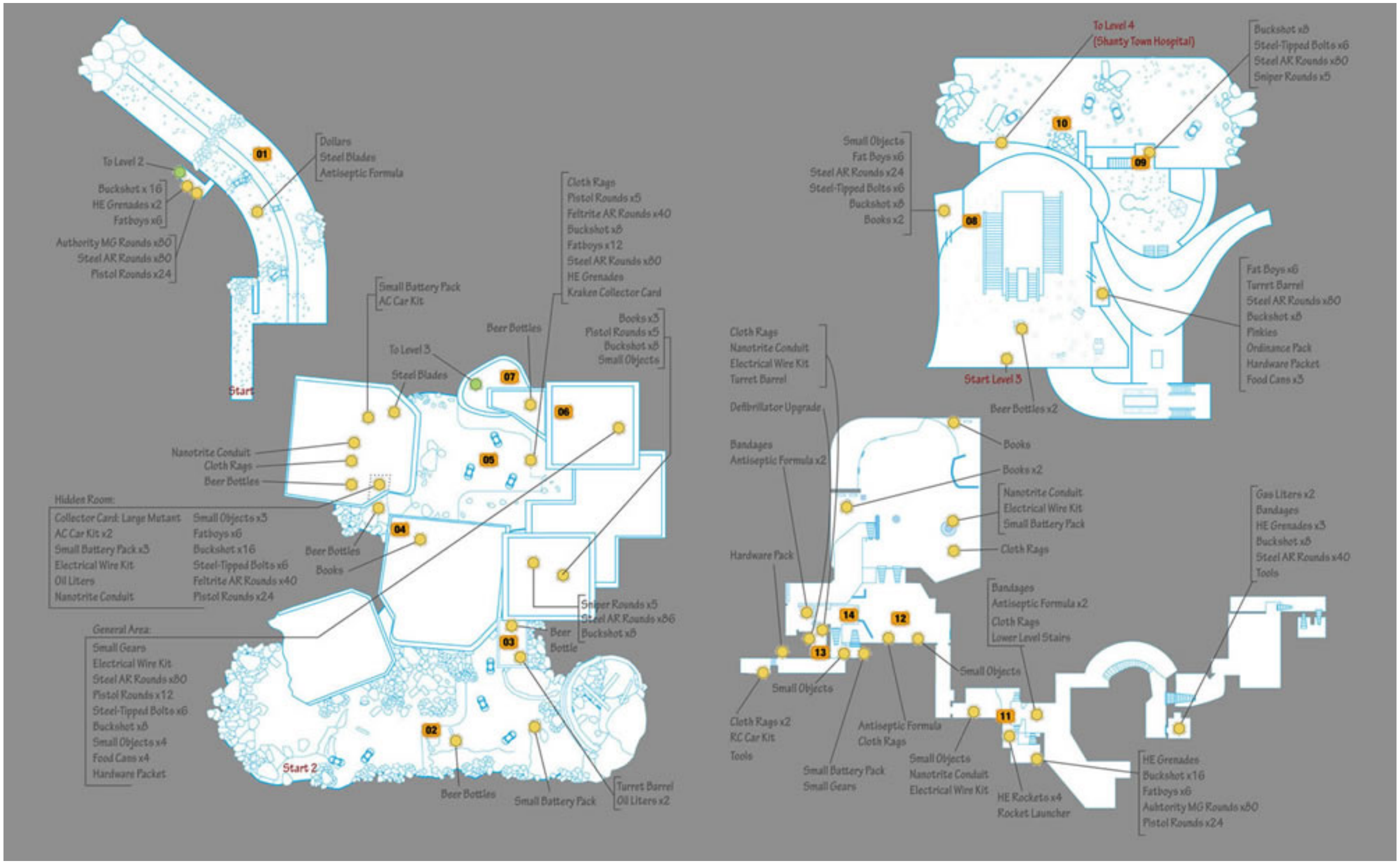
Wellspring

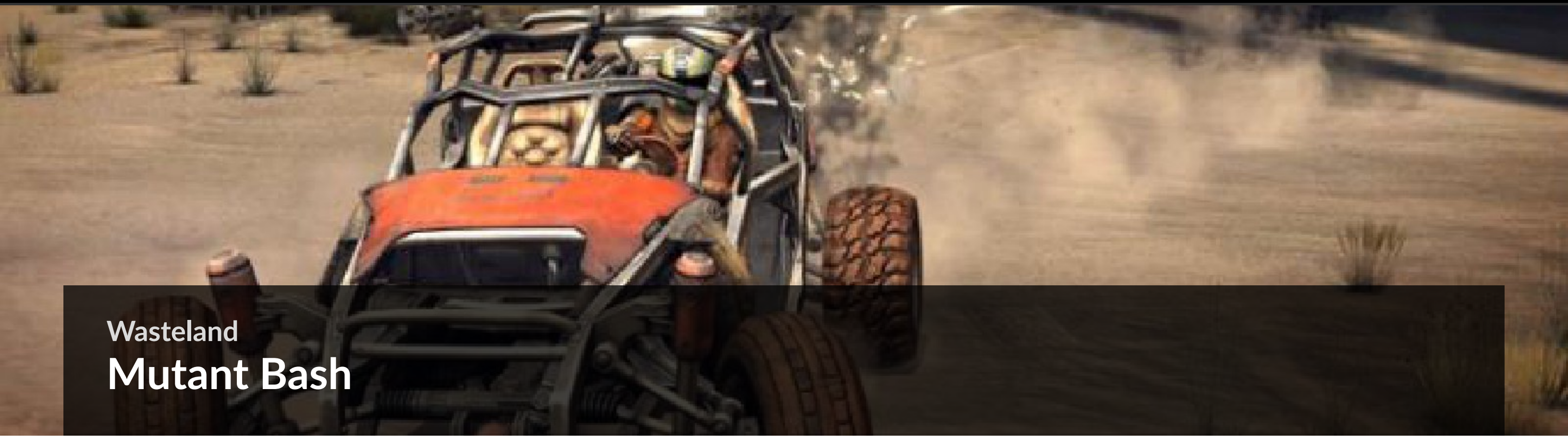

Second Chance Bar
Mick's Garage
Job Board
Coffer's Outfitters
Wellmasters
Mayor's Office
Rusty's Auto Parts
Wellspring Speedway
Stanley Express
Sheriff's Office



Wasteland

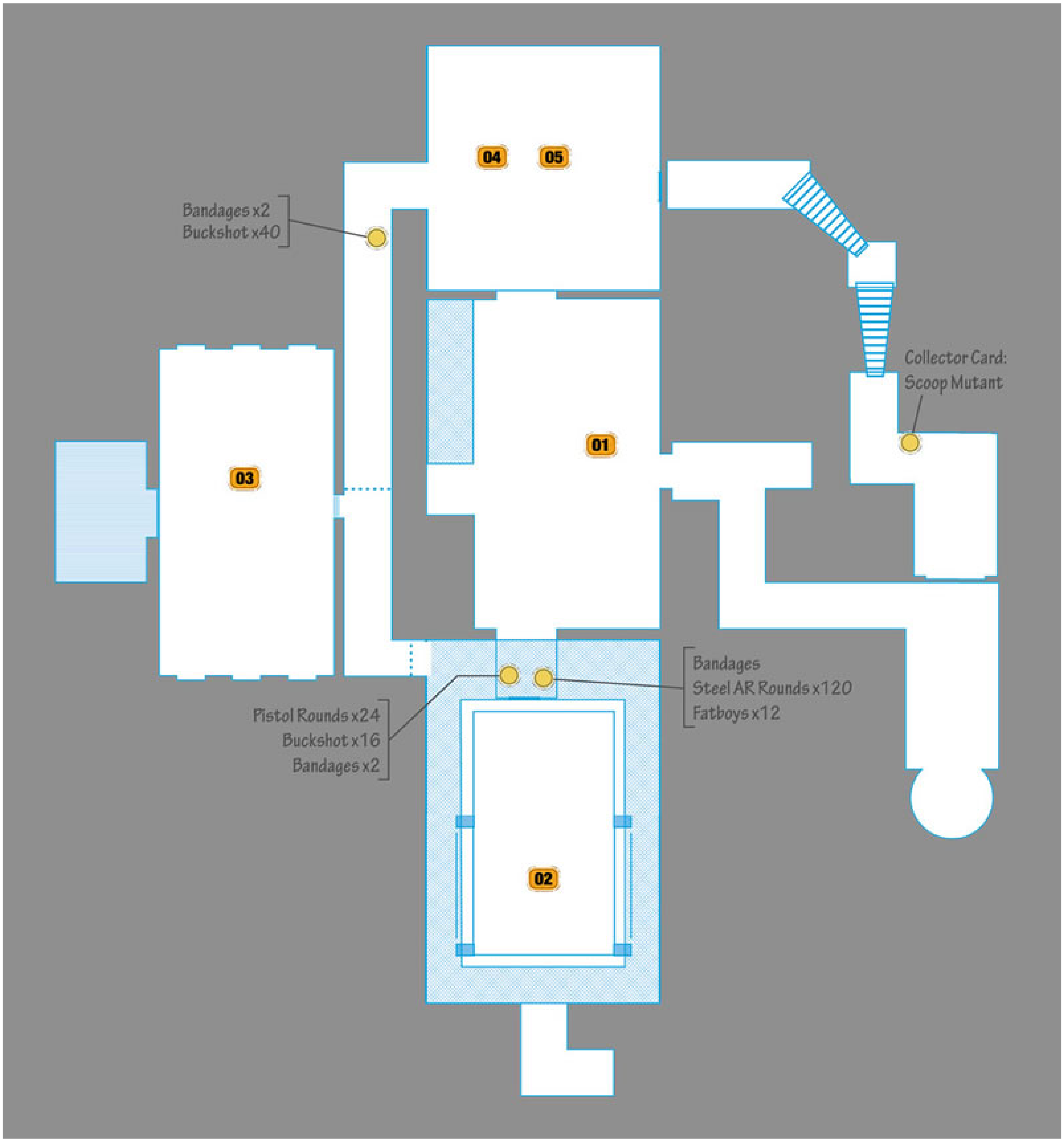
The Dead City

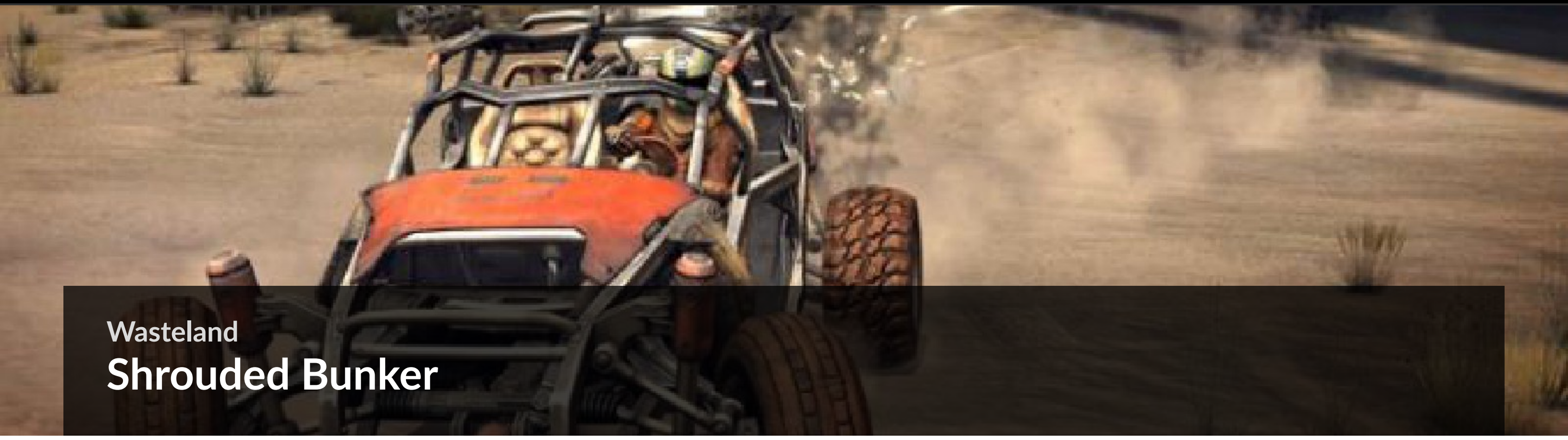

01
Dollars
Steel Blades
Antiseptic Formula
To Level 2
Buckshot x 16
HE Grenades x2
Fatboys x6
Authority MG Rounds x80
Steel AR Rounds x80
Pistol Rounds x24
Start
Cloth Rags
Pistol Rounds x5
Feltrite AR Rounds x40
Buckshot x8
Fatboys x12
Steel AR Rounds x80
HE Grenades
Kraken Collector Card
Small Battery Pack
AC Car Kit
Beer Bottles
Books x3
Pistol Rounds x5
Buckshot x8
Small Objects
To Level 3
Steel Blades
07
06
05
Nanotrite Conduit
Cloth Rags
Beer Bottles
Hidden Room:
Collector Card: Large Mutant
AC Car Kit x2
Small Battery Pack x3
Electrical Wire Kit
Oil Liters
Nanotrite Conduit
Small Objects x3
Fatboys x6
Buckshot x16
Steel-Tipped Bolts x6
Feltrite AR Rounds x40
Pistol Rounds x24
04
Beer Bottles
Books
Sniper Rounds x5
Steel AR Rounds x86
Buckshot x8
Beer Bottle
03
General Area:
Small Gears
Electrical Wire Kit
Steel AR Rounds x80
Pistol Rounds x12
Steel-Tipped Bolts x6
Buckshot x8
Small Objects x4
Food Cans x4
Hardware Packet
02
Start 2
Beer Bottles
Small Battery Pack
Turret Barrel
Oil Liters x2
To Level 4
(Shanty Town Hospital)
Buckshot x8
Steel-Tipped Bolts x6
Steel AR Rounds x80
Sniper Rounds x5
10
09
Small Objects
Fat Boys x6
Steel AR Rounds x24
Steel-Tipped Bolts x6
Buckshot x8
Books x2
08
Fat Boys x6
Turret Barrel
Steel AR Rounds x80
Buckshot x8
Pinkies
Ordinance Pack
Hardware Packet
Food Cans x3
Cloth Rags
Nanotrite Conduit
Electrical Wire Kit
Turret Barrel
Start Level 3
Beer Bottles x2
Defibrillator Upgrade
Bandages
Antiseptic Formula x2
Books
Books x2
Nanotrite Conduit
Electrical Wire Kit
Small Battery Pack
Cloth Rags
Gas Liters x2
Bandages
HE Grenades x3
Buckshot x8
Steel AR Rounds x40
Tools
Hardware Pack
Bandages
Antiseptic Formula x2
Cloth Rags
Lower Level Stairs
14
12
13
Small Objects
Small Objects
Cloth Rags x2
RC Car Kit
Tools
Antiseptic Formula
Cloth Rags
Small Battery Pack
Small Gears
Small Objects
Nanotrite Conduit
Electrical Wire Kit
11
HE Rockets x4
Rocket Launcher
HE Grenades
Buckshot x16
Fatboys x6
Auhtority MG Rounds x80
Pistol Rounds x24



Wasteland

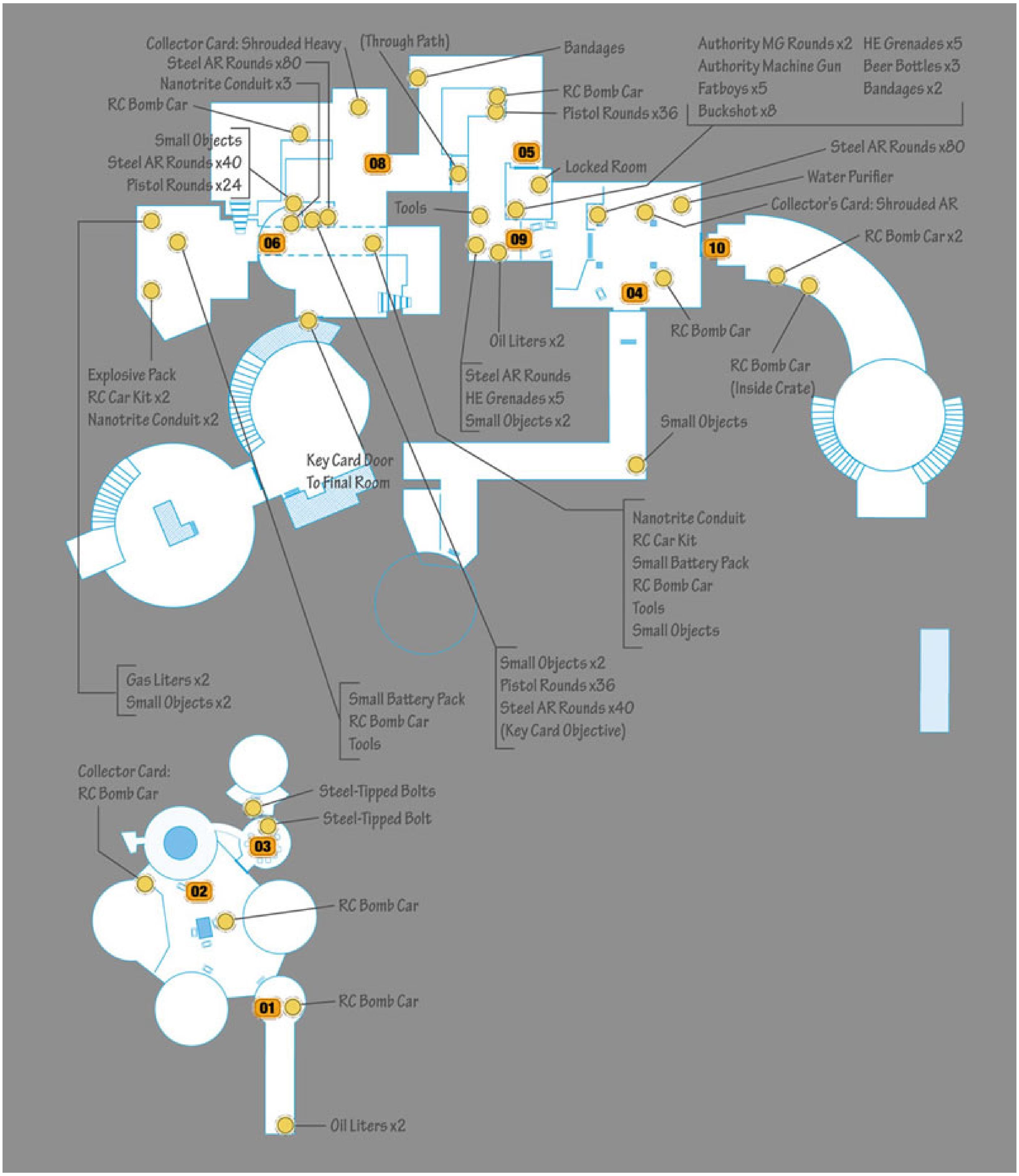
Mutant Bash

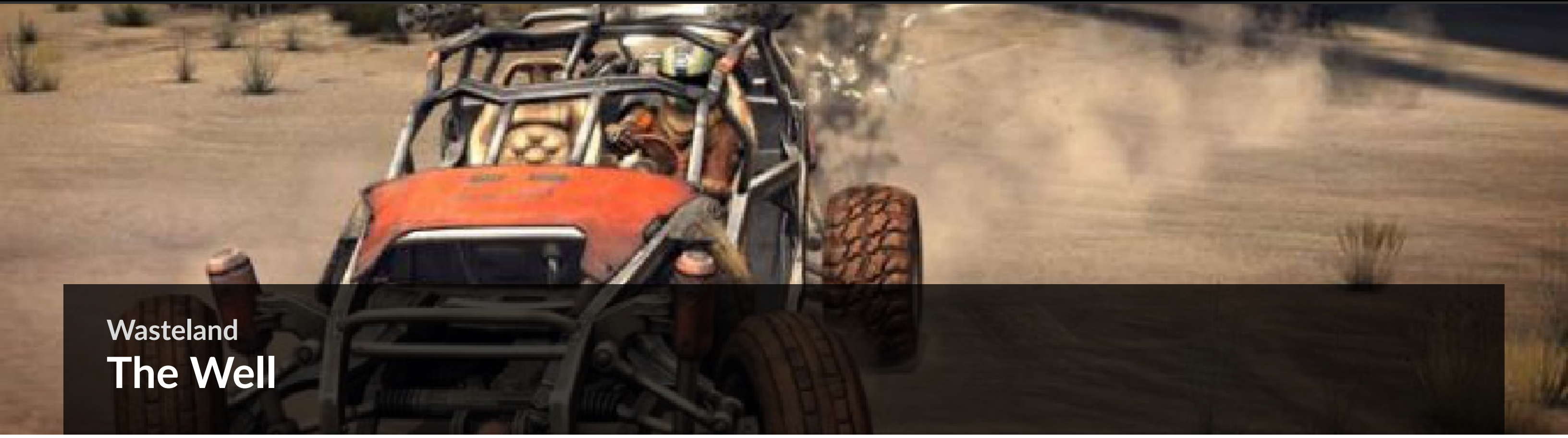

04
05
Bandages x2
Buckshot x40
Collector Card:
Scoop Mutant
03
01
Bandages
Steel AR Rounds x120
Fatboys x12
Pistol Rounds x24
Buckshot x16
Bandages x2
02



Wasteland

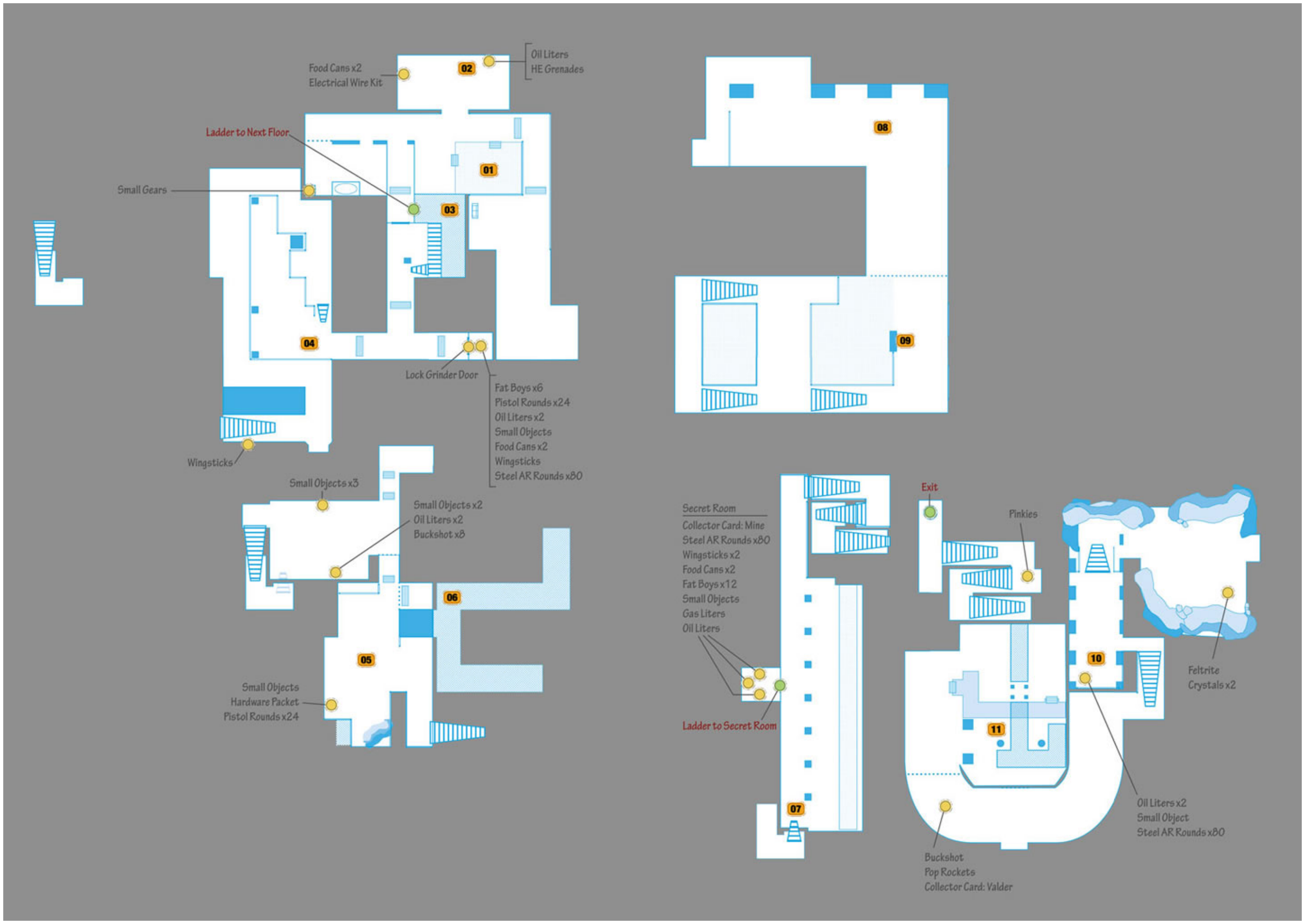
Shrouded Bunker


Collector Card: Shrouded Heavy
Steel AR Rounds x80
Nanotrite Conduit x3
RC Bomb Car
(Through Path)
Bandages
Authority MG Rounds x2
Authority Machine Gun
Fatboys x5
Buckshot x8
HE Grenades x5
Beer Bottles x3
Bandages x2
RC Bomb Car
Pistol Rounds x36
Small Objects
Steel AR Rounds x40
Pistol Rounds x24
08
05
Locked Room
Steel AR Rounds x80
Water Purifier
Collector's Card: Shrouded AR
Tools
06
09
10
RC Bomb Car x2
04
RC Bomb Car
Oil Liters x2
RC Bomb Car
(Inside Crate)
Explosive Pack
RC Car Kit x2
Nanotrite Conduit x2
Steel AR Rounds
HE Grenades x5
Small Objects x2
Small Objects
Key Card Door
To Final Room
Nanotrite Conduit
RC Car Kit
Small Battery Pack
RC Bomb Car
Tools
Small Objects
Small Objects x2
Pistol Rounds x36
Steel AR Rounds x40
(Key Card Objective)
Gas Liters x2
Small Objects x2
Small Battery Pack
RC Bomb Car
Tools
Collector Card:
RC Bomb Car
Steel-Tipped Bolts
Steel-Tipped Bolt
03
02
RC Bomb Car
01
RC Bomb Car
Oil Liters x2

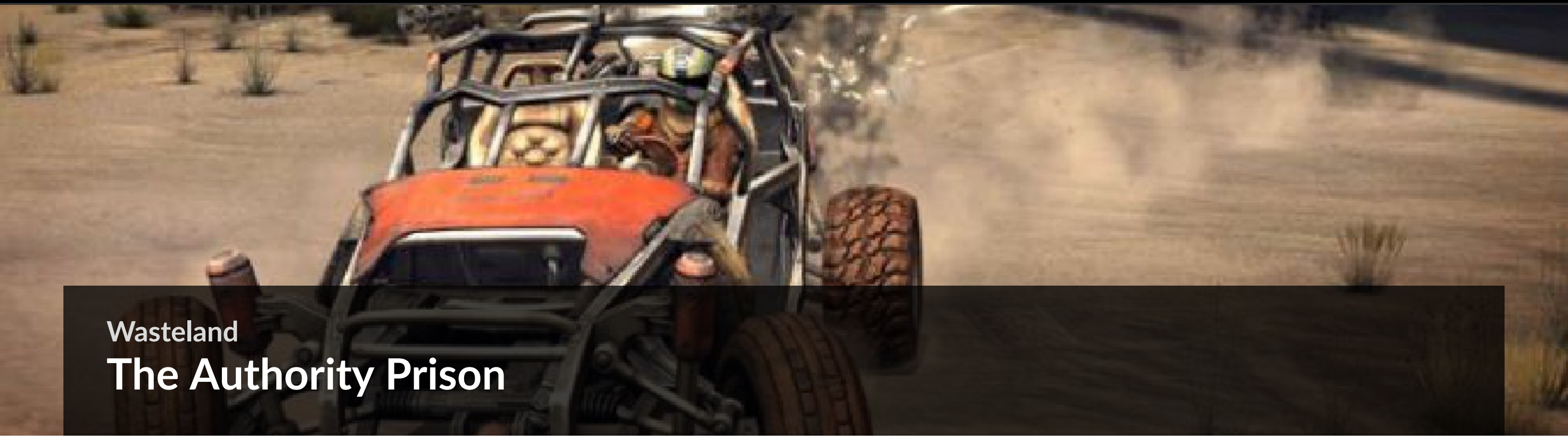


Wasteland

The Well

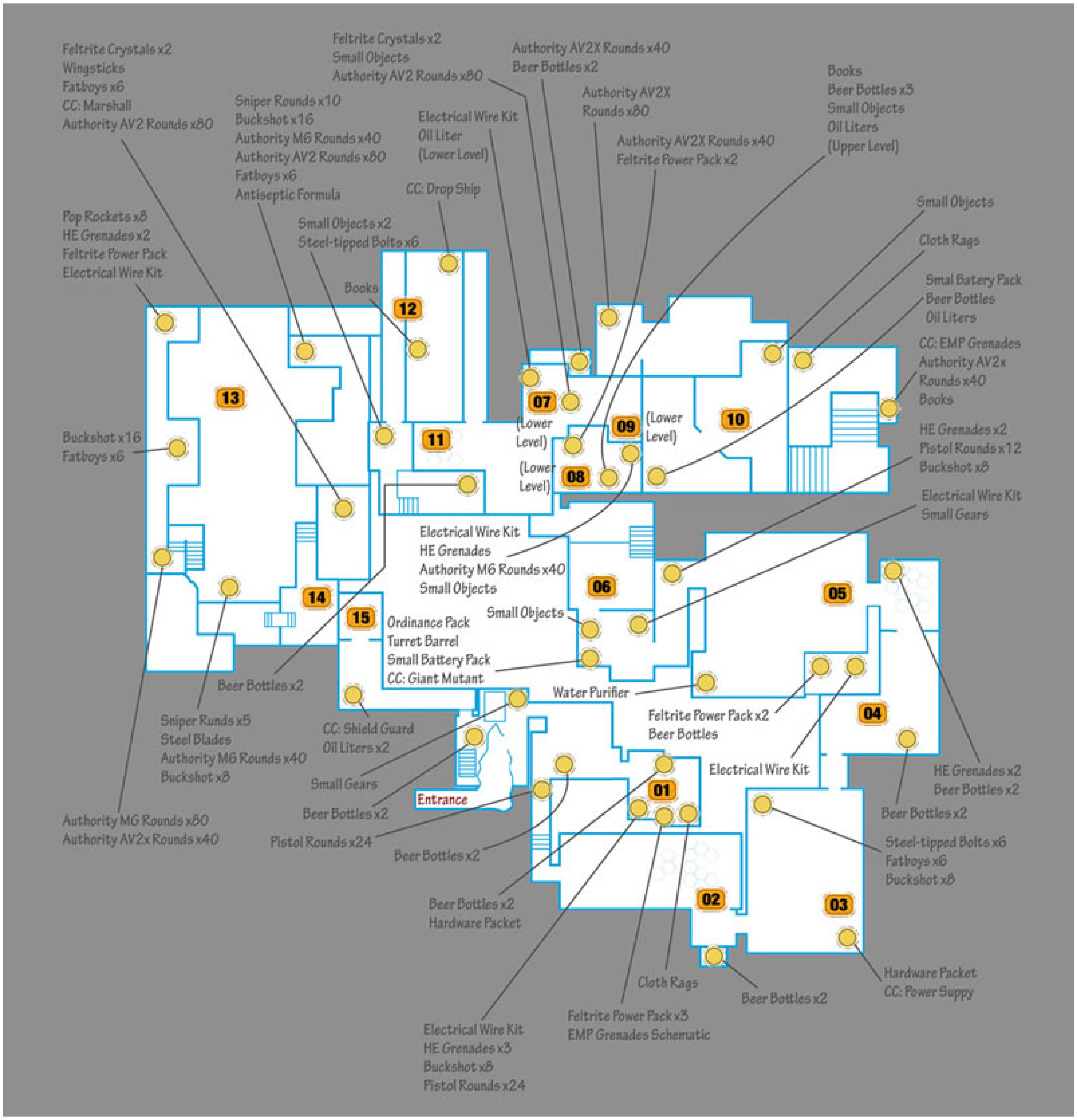


Food Cans x2
Electrical Wire Kit
02
Oil Liters
HE Grenades
Ladder to Next Floor
01
Small Gears
03
04
Lock Grinder Door
Fat Boys x6
Pistol Rounds x24
Oil Liters x2
Small Objects
Food Cans x2
Wingsticks
Steel AR Rounds x80
Wingsticks
Small Objects x3
Small Objects x2
Oil Liters x2
Buckshot x8
06
05
Small Objects
Hardware Packet
Pistol Rounds x24
08
09
Secret Room
Collector Card: Mine
Steel AR Rounds x80
Wingsticks x2
Food Cans x2
Fat Boys x12
Small Objects
Gas Liters
Oil Liters
Ladder to Secret Room
07
Exit
Pinkies
10
11
Feltrite
Crystals x2
Oil Liters x2
Small Object
Steel AR Rounds x80
Buckshot
Pop Rockets
Collector Card: Valder



Wasteland

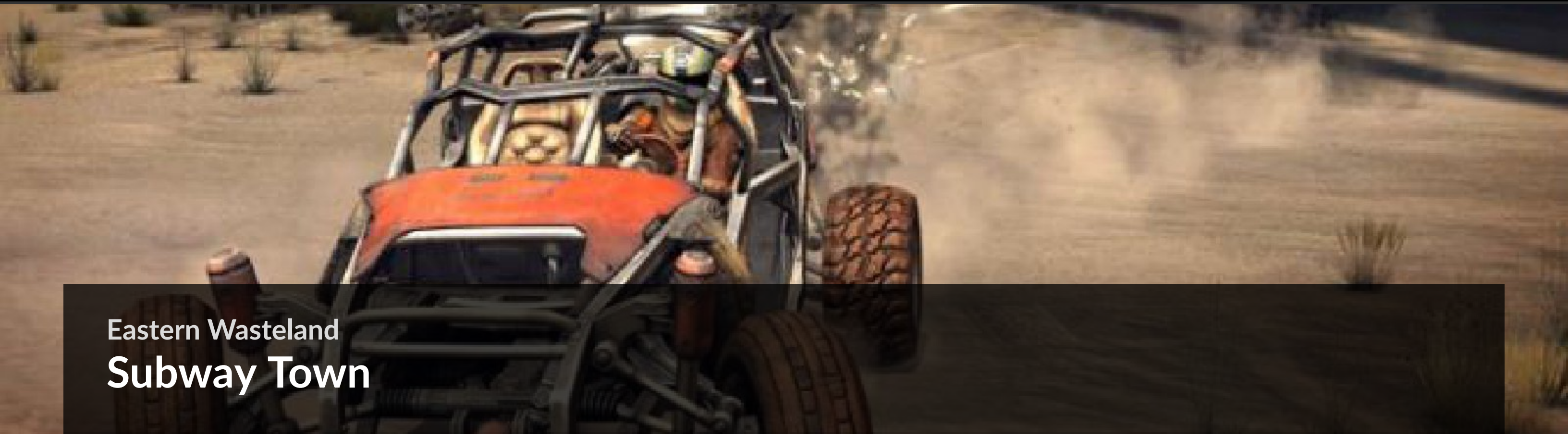
The Authority Prison



Feltrite Crystals x2
Wingsticks
Fatboys x6
CC: Marshall
Authority AV2 Rounds x80
Feltrite Crystals x2
Small Objects
Authority AV2 Rounds x80
Authority AV2X Rounds x40
Beer Bottles x2
Sniper Rounds x10
Buckshot x16
Authority M6 Rounds x40
Authority AV2 Rounds x80
Fatboys x6
Antiseptic Formula
Electrical Wire Kit
Oil Liter
(Lower Level)
Authority AV2X
Rounds x80
Books
Beer Bottles x3
Small Objects
Oil Liters
(Upper Level)
Authority AV2X Rounds x40
Feltrite Power Pack x2
CC: Drop Ship
Pop Rockets x8
HE Grenades x2
Feltrite Power Pack
Electrical Wire Kit
Small Objects x2
Steel-tipped Bolts x6
Small Objects
Cloth Rags
Books
Smal Batery Pack
Beer Bottles
Oil Liters
CC: EMP Grenades
Authority AV2x
Rounds x40
Books
12
13
07
(Lower
Level)
09
(Lower
Level)
10
11
(Lower
Level)
08
Buckshot x16
Fatboys x6
HE Grenades x2
Pistol Rounds x12
Buckshot x8
Electrical Wire Kit
Small Gears
Electrical Wire Kit
HE Grenades
Authority M6 Rounds x40
Small Objects
06
05
14
15
Ordinance Pack
Turret Barrel
Small Battery Pack
CC: Giant Mutant
Small Objects
Beer Bottles x2
Water Purifier
Feltrite Power Pack x2
Beer Bottles
04
Sniper Runds x5
Steel Blades
Authority M6 Rounds x40
Buckshot x8
CC: Shield Guard
Oil Liters x2
Small Gears
Entrance
01
Electrical Wire Kit
HE Grenades x2
Beer Bottles x2
Authority MG Rounds x80
Authority AV2x Rounds x40
Beer Bottles x2
Pistol Rounds x24
Beer Bottles x2
Beer Bottles x2
Steel-tipped Bolts x6
Fatboys x6
Buckshot x8
Beer Bottles x2
Hardware Packet
02
03
Cloth Rags
Beer Bottles x2
Hardware Packet
CC: Power Suppy
Feltrite Power Pack x3
EMP Grenades Schematic
Electrical Wire Kit
HE Grenades x3
Buckshot x8
Pistol Rounds x24

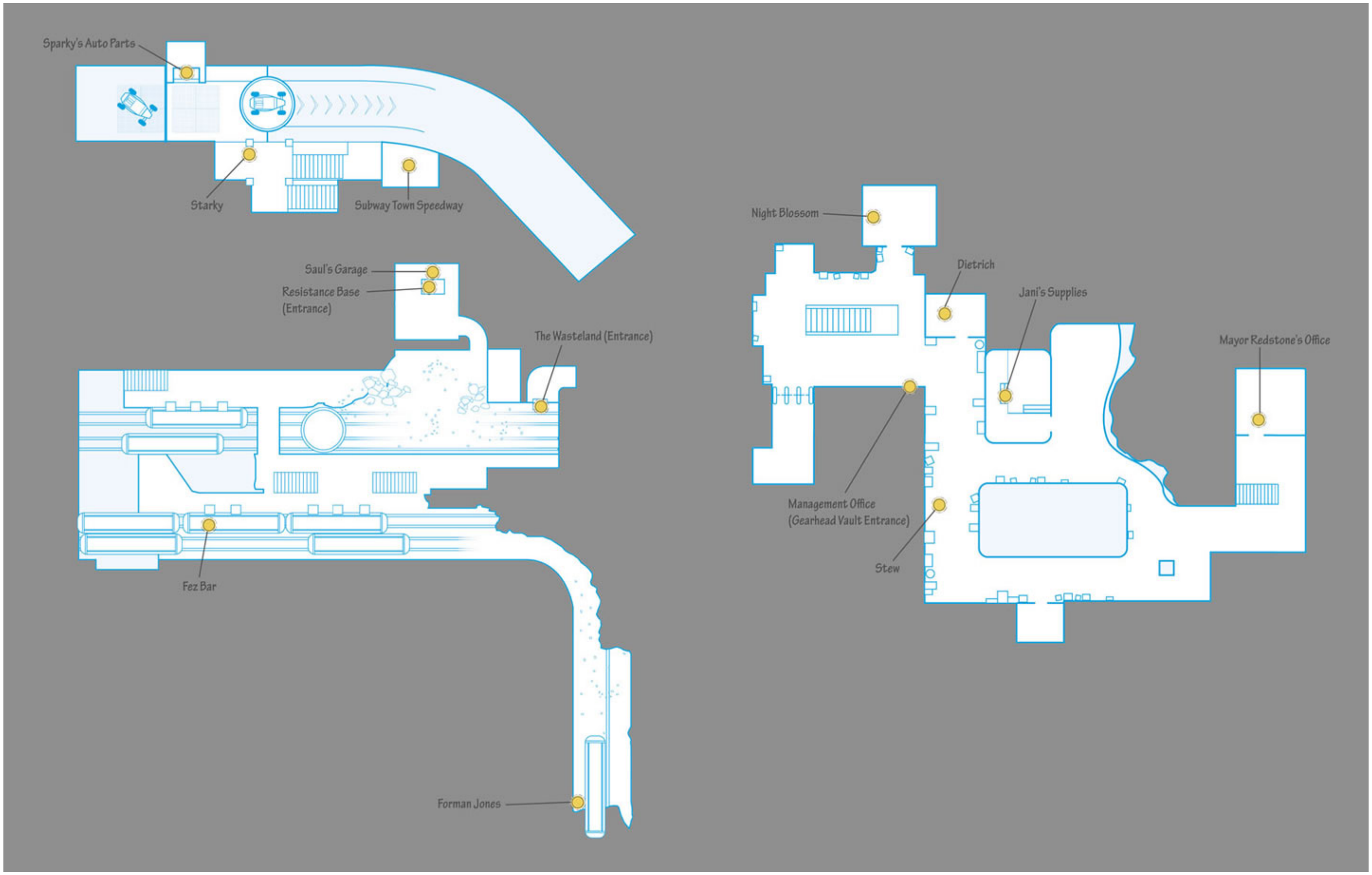
Wasteland

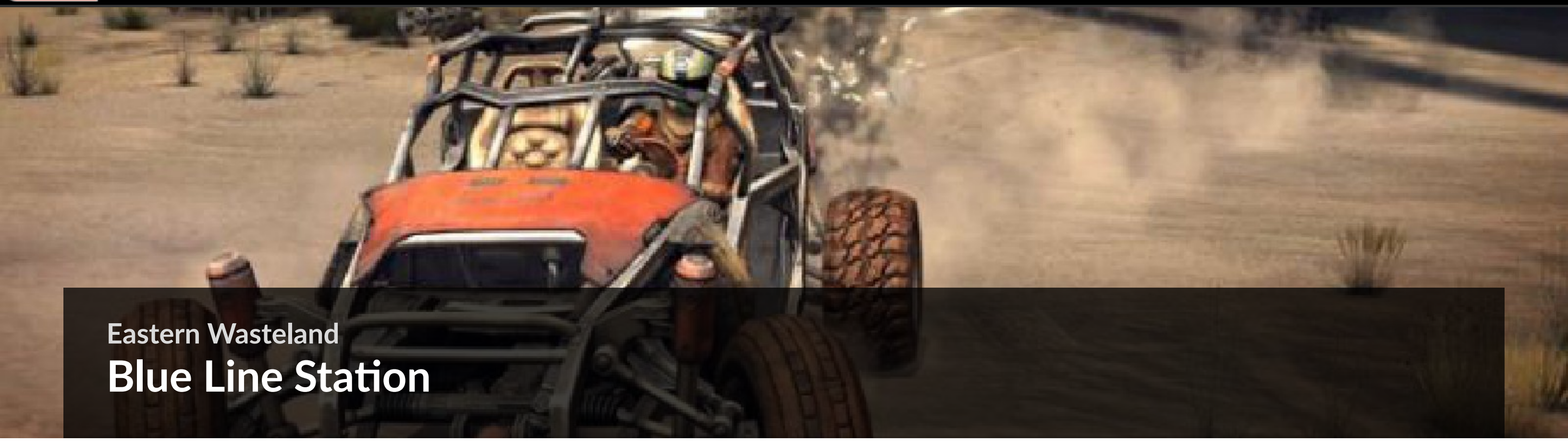
The Dead City 2



Eastern Wasteland

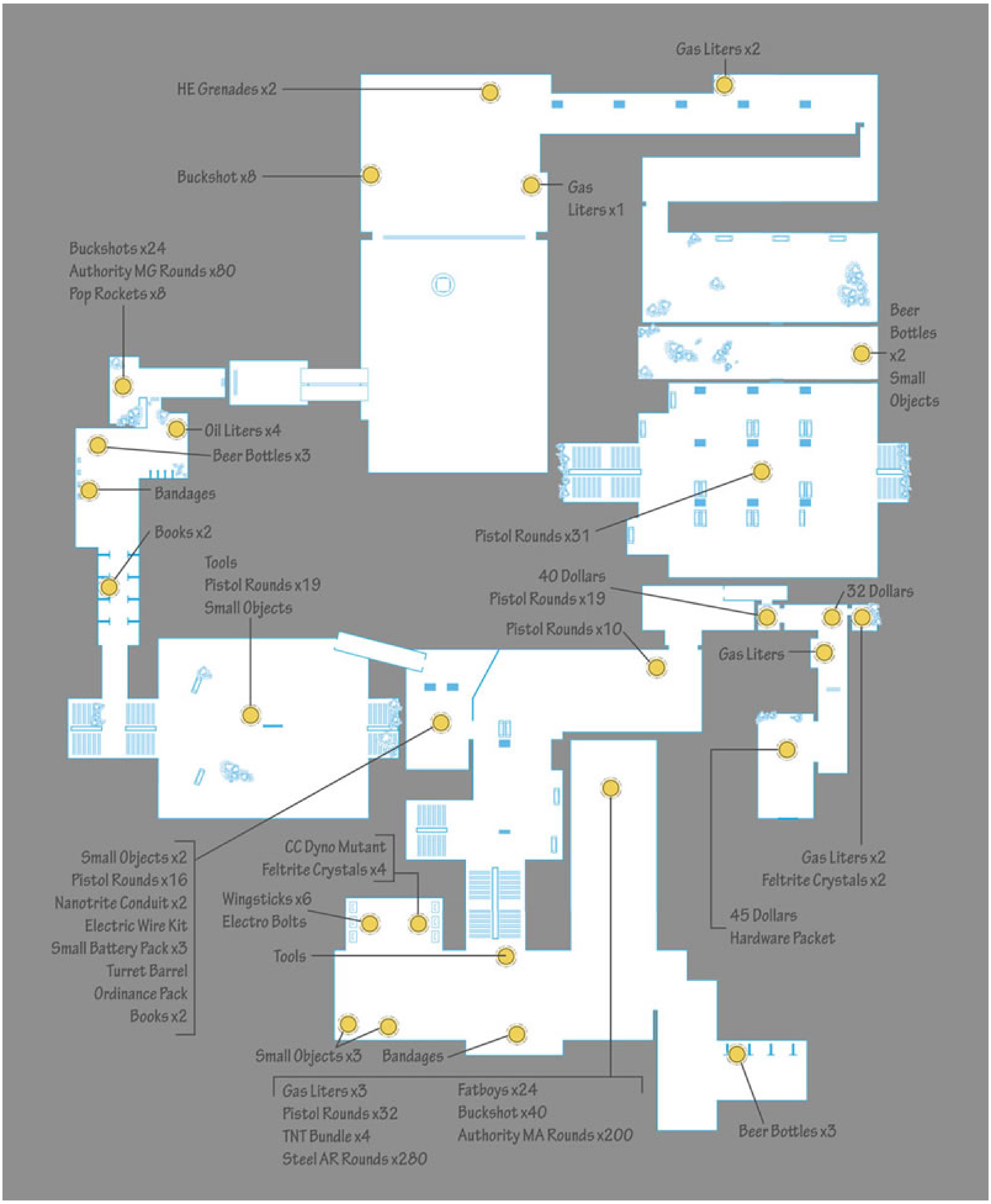
Subway Town

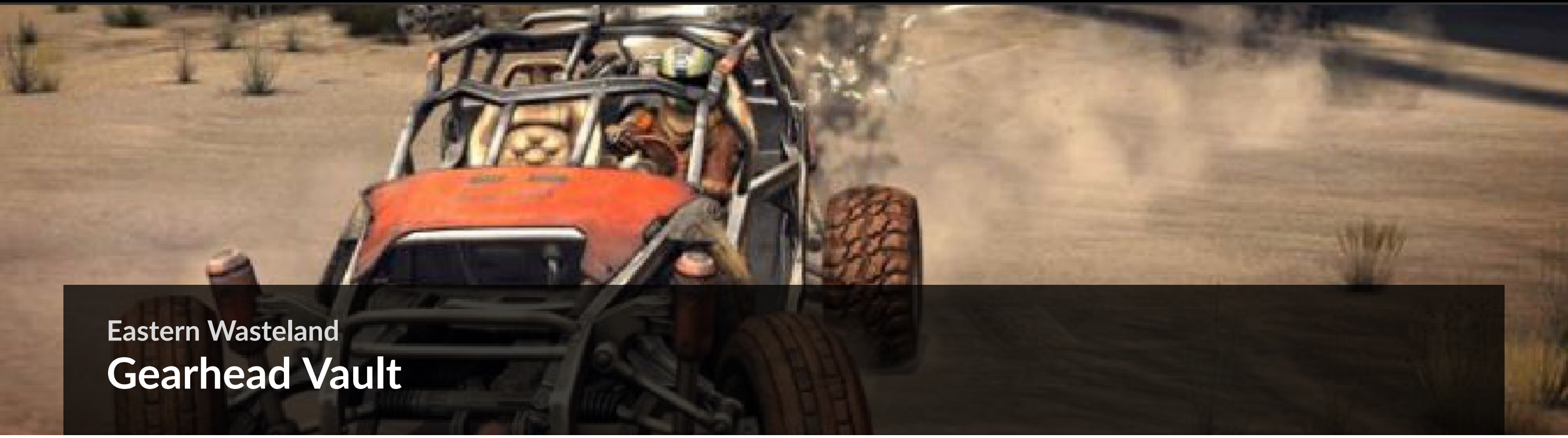

Sparky's Auto Parts
Starky
Subway Town Speedway
Saul's Garage
Resistance Base (Entrance)
The Wasteland (Entrance)
Fez Bar
Forman Jones
Night Blossom
Dietrich
Jani's Supplies
Mayor Redstone's Office
Management Office (Gearhead Vault Entrance)
Stew



Eastern Wasteland

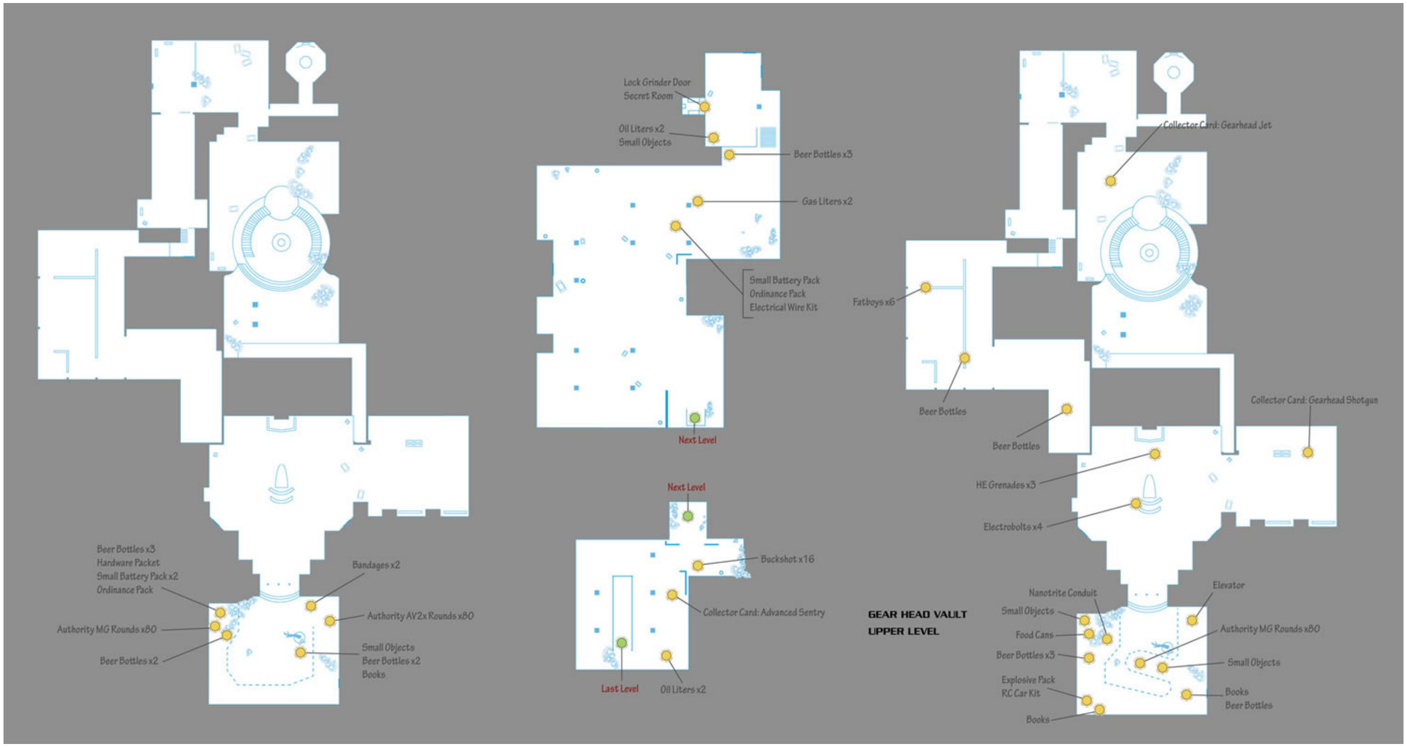
Blue Line Station

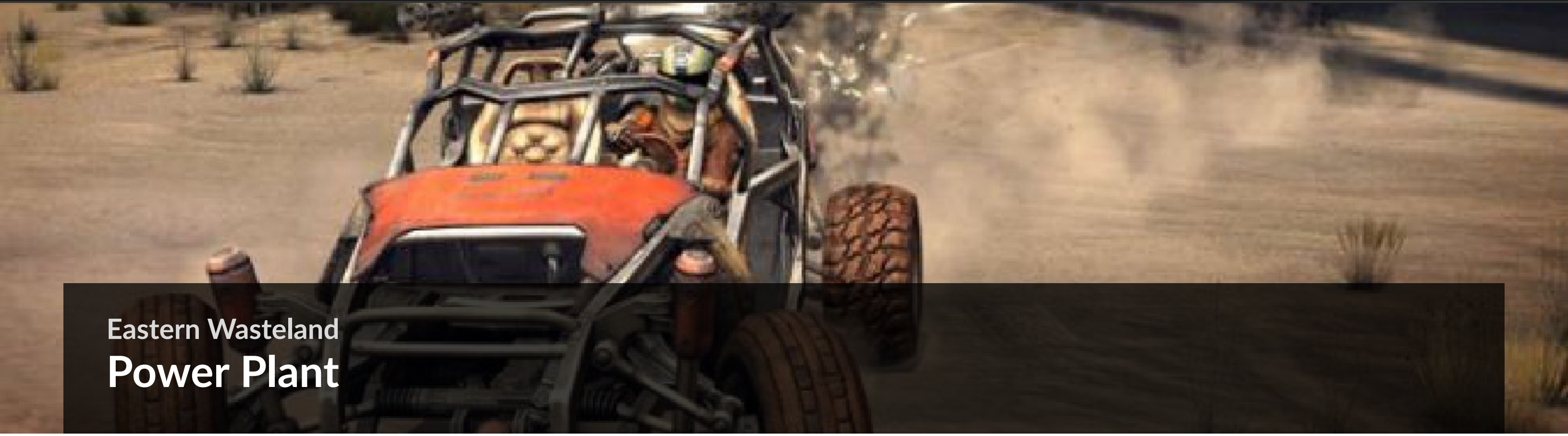

Gas Liters x2
HE Grenades x2
Buckshot x8
Gas Liters x1
Buckshots x24
Authority MG Rounds x80
Pop Rockets x8
Beer Bottles x2
Small Objects
Oil Liters x4
Beer Bottles x3
Bandages
Books x2
Pistol Rounds x31
Tools
Pistol Rounds x19
Small Objects
40 Dollars
Pistol Rounds x19
32 Dollars
Pistol Rounds x10
Gas Liters
Small Objects x2
Pistol Rounds x16
Nanotrite Conduit x2
Electric Wire Kit
Small Battery Pack x3
Turret Barrel
Ordinance Pack
Books x2
CC Dyno Mutant
Feltrite Crystals x4
Wingsticks x6
Electro Bolts
Tools
Gas Liters x2
Feltrite Crystals x2
45 Dollars
Hardware Packet
Small Objects x3
Bandages
Gas Liters x3
Pistol Rounds x32
TNT Bundle x4
Steel AR Rounds x280
Fatboys x24
Buckshot x40
Authority MA Rounds x200
Beer Bottles x3



Eastern Wasteland

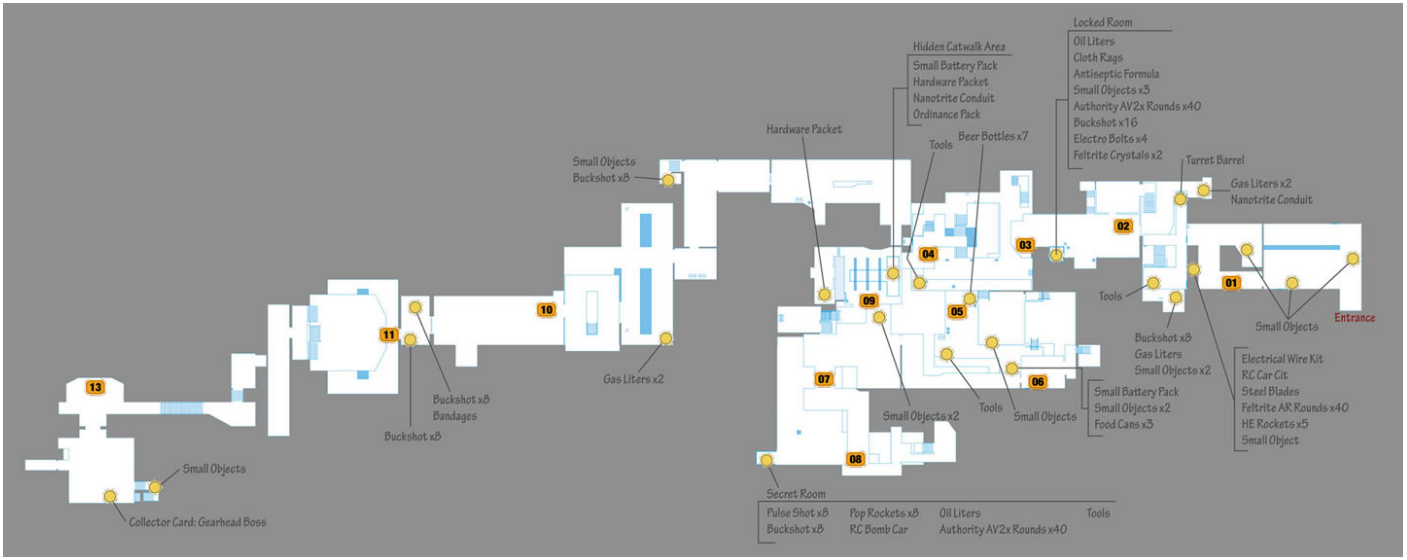
Gearhead Vault

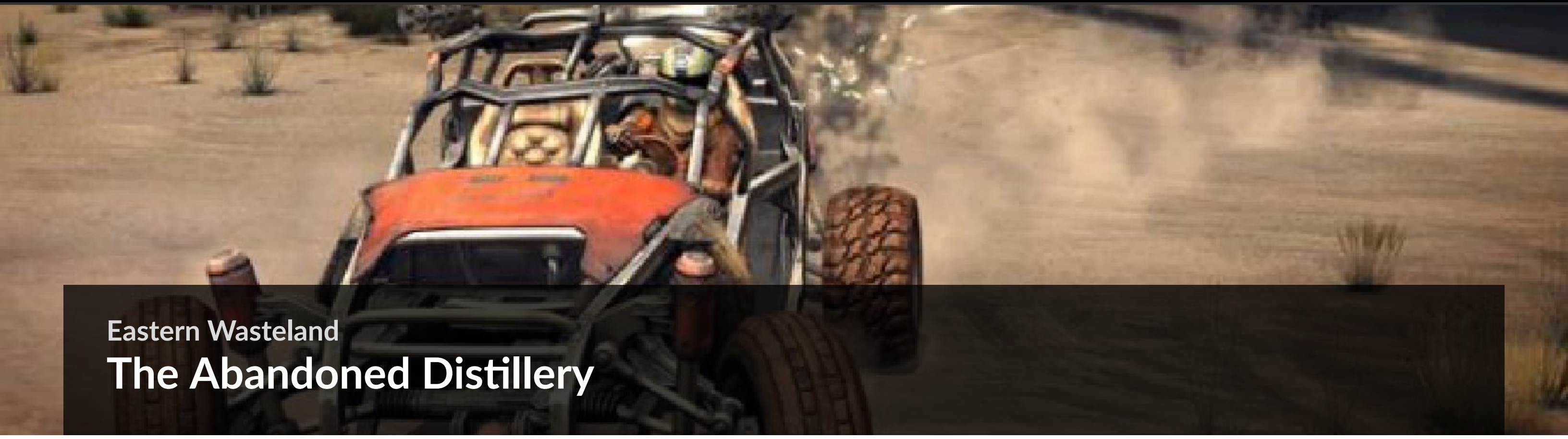

Beer Bottles x3
Hardware Packet
Small Battery Pack x2
Ordinance Pack
Bandages x2
Authority MG Rounds x80
Authority AV2x Rounds x80
Beer Bottles x2
Small Objects
Beer Bottles x2
Books
Lock Grinder Door
Secret Room
Oil Liters x2
Small Objects
Beer Bottles x3
Gas Liters x2
Small Battery Pack
Ordinance Pack
Electrical Wire Kit
Next Level
Next Level
Buckshot x16
Collector Card: Advanced Sentry
Last Level
Oil Liters x2
GEAR HEAD VAULT
UPPER LEVEL
Collector Card: Gearhead Jet
Fatboys x6
Beer Bottles
Beer Bottles
Collector Card: Gearhead Shotgun
HE Grenades x3
Electrobolts x4
Nanotrite Conduit
Elevator
Small Objects
Food Cans
Authority MG Rounds x80
Beer Bottles x3
Small Objects
Explosive Pack
RC Car Kit
Books
Beer Bottles
Books



Eastern Wasteland

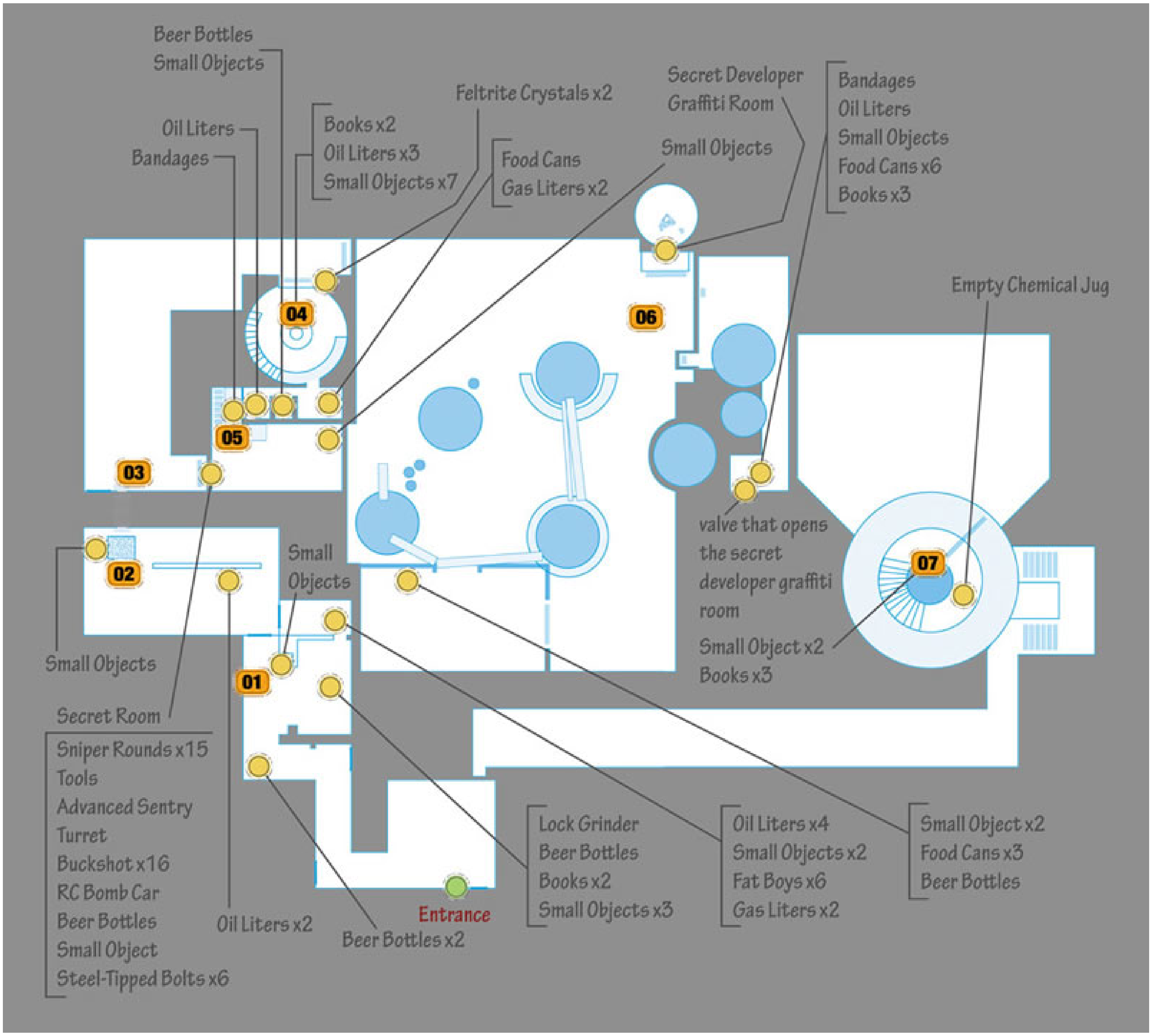
Power Plant

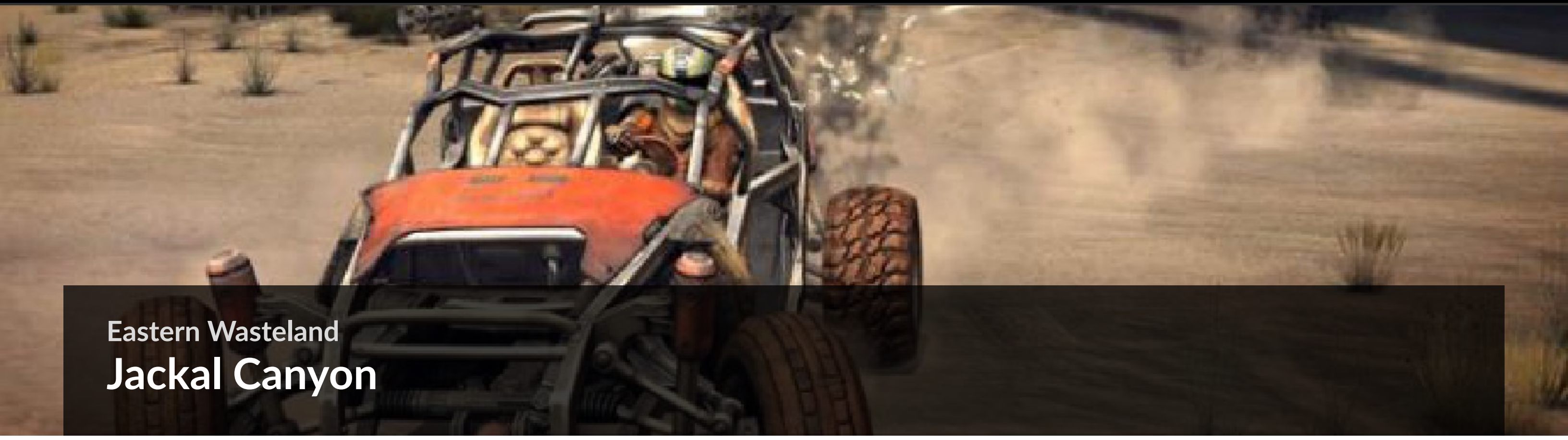

Locked Room
Oil Liters
Cloth Rags
Antiseptic Formula
Small Objects x3
Authority AV2x Rounds x40
Buckshot x16
Electro Bolts x4
Feltrite Crystals x2
Hidden Catwalk Area
Small Battery Pack
Hardware Packet
Nanotrite Conduit
Ordinance Pack
Hardware Packet
Tools
Beer Bottles x7
Turret Barrel
Small Objects
Buckshot x8
Gas Liters x2
Nanotrite Conduit
02
03
04
01
10
11
09
05
Tools
Small Objects
Entrance
Buckshot x8
Gas Liters
Small Objects x2
Electrical Wire Kit
RC Car Cit
Steel Blades
Feltrite AR Rounds x40
HE Rockets x5
Small Object
Small Battery Pack
Small Objects x2
Food Cans x3
06
07
08
Small Objects x2
Tools
Small Objects
Gas Liters x2
Buckshot x8
Bandages
Buckshot x8
13
Small Objects
Collector Card: Gearhead Boss
Secret Room
Pulse Shot x8
Buckshot x8
Pop Rockets x8
RC Bomb Car
Oil Liters
Authority AV2x Rounds x40
Tools



Eastern Wasteland

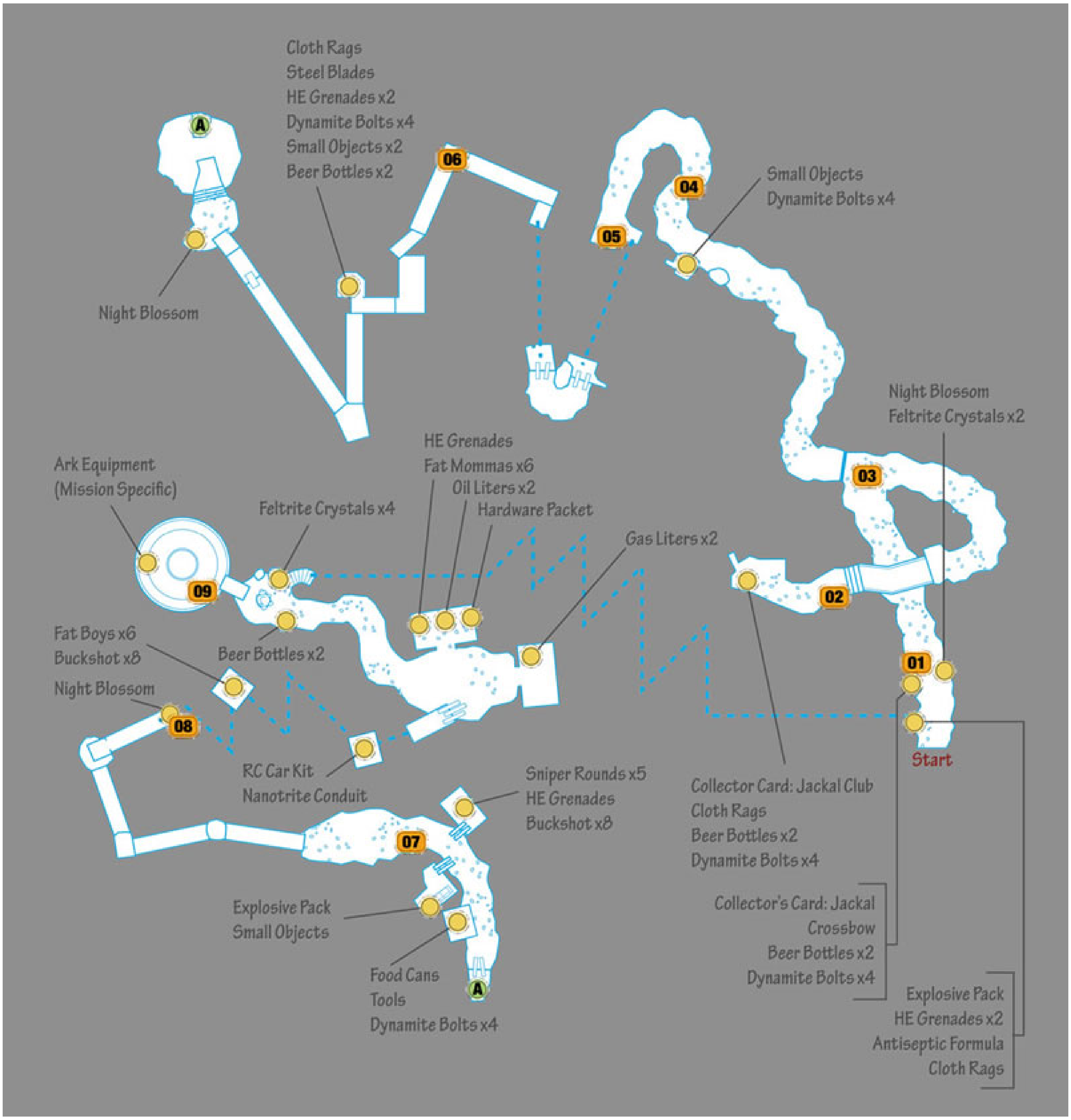
The Abandoned Distillery

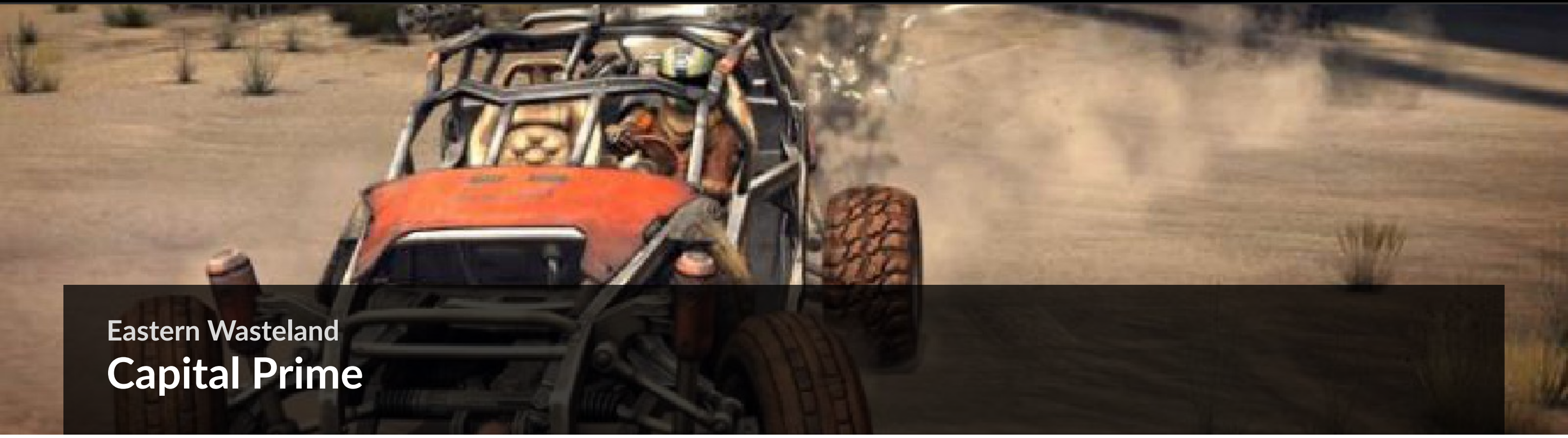

Beer Bottles
Small Objects
Oil Liters
Bandages
Books x2
Oil Liters x3
Small Objects x7
Feltrite Crystals x2
Food Cans
Gas Liters x2
Secret Developer
Graffiti Room
Small Objects
Bandages
Oil Liters
Small Objects
Food Cans x6
Books x3
Empty Chemical Jug
04
06
05
03
02
07
01
valve that opens
the secret
developer graffiti
room
Small Object x2
Books x3
Small
Objects
Small Objects
Secret Room
Sniper Rounds x15
Tools
Advanced Sentry
Turret
Buckshot x16
RC Bomb Car
Beer Bottles
Small Object
Steel-Tipped Bolts x6
Oil Liters x2
Entrance
Beer Bottles x2
Lock Grinder
Beer Bottles
Books x2
Small Objects x3
Oil Liters x4
Small Objects x2
Fat Boys x6
Gas Liters x2
Small Object x2
Food Cans x3
Beer Bottles



Eastern Wasteland

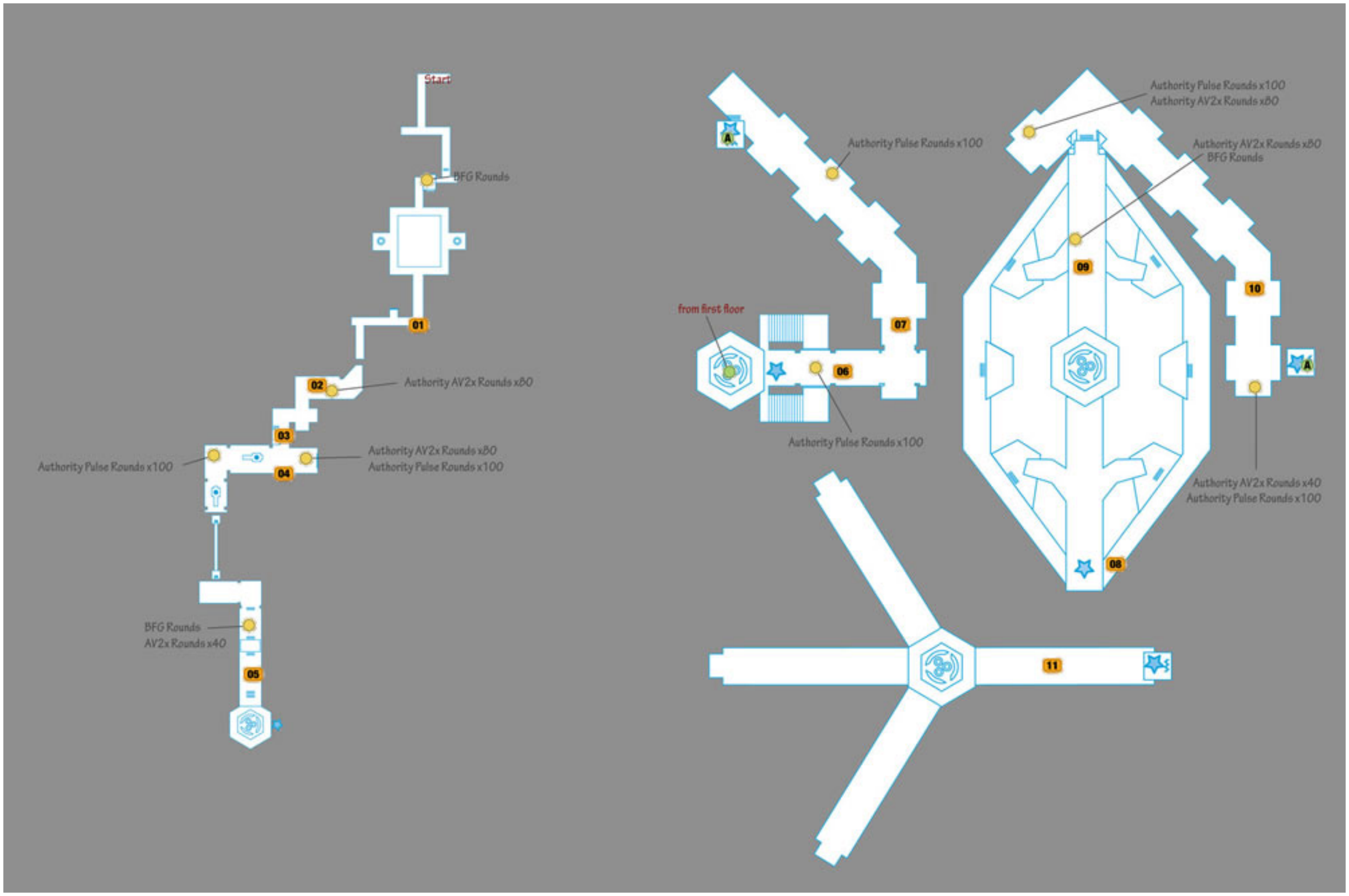
Jackal Canyon

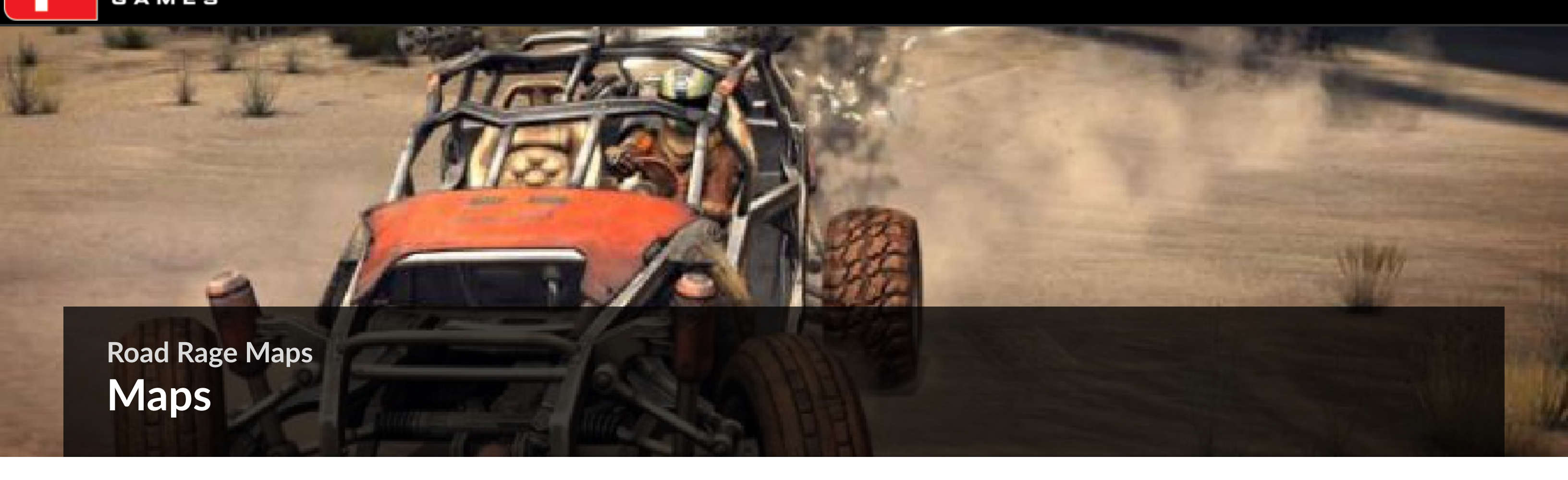

Cloth Rags
Steel Blades
HE Grenades x2
Dynamite Bolts x4
Small Objects x2
Beer Bottles x2
A
06
04
05
Small Objects
Dynamite Bolts x4
Night Blossom
Night Blossom
Feltrite Crystals x2
HE Grenades
Fat Mommas x6
Oil Liters x2
Hardware Packet
Ark Equipment
(Mission Specific)
Feltrite Crystals x4
03
Gas Liters x2
09
02
Fat Boys x6
Buckshot x8
Beer Bottles x2
01
Night Blossom
08
Start
RC Car Kit
Nanotrite Conduit
Sniper Rounds x5
HE Grenades
Buckshot x8
Collector Card: Jackal Club
Cloth Rags
Beer Bottles x2
Dynamite Bolts x4
07
Explosive Pack
Small Objects
Collector's Card: Jackal
Crossbow
Beer Bottles x2
Dynamite Bolts x4
Food Cans
Tools
Dynamite Bolts x4
A
Explosive Pack
HE Grenades x2
Antiseptic Formula
Cloth Rags



Eastern Wasteland

Capital Prime

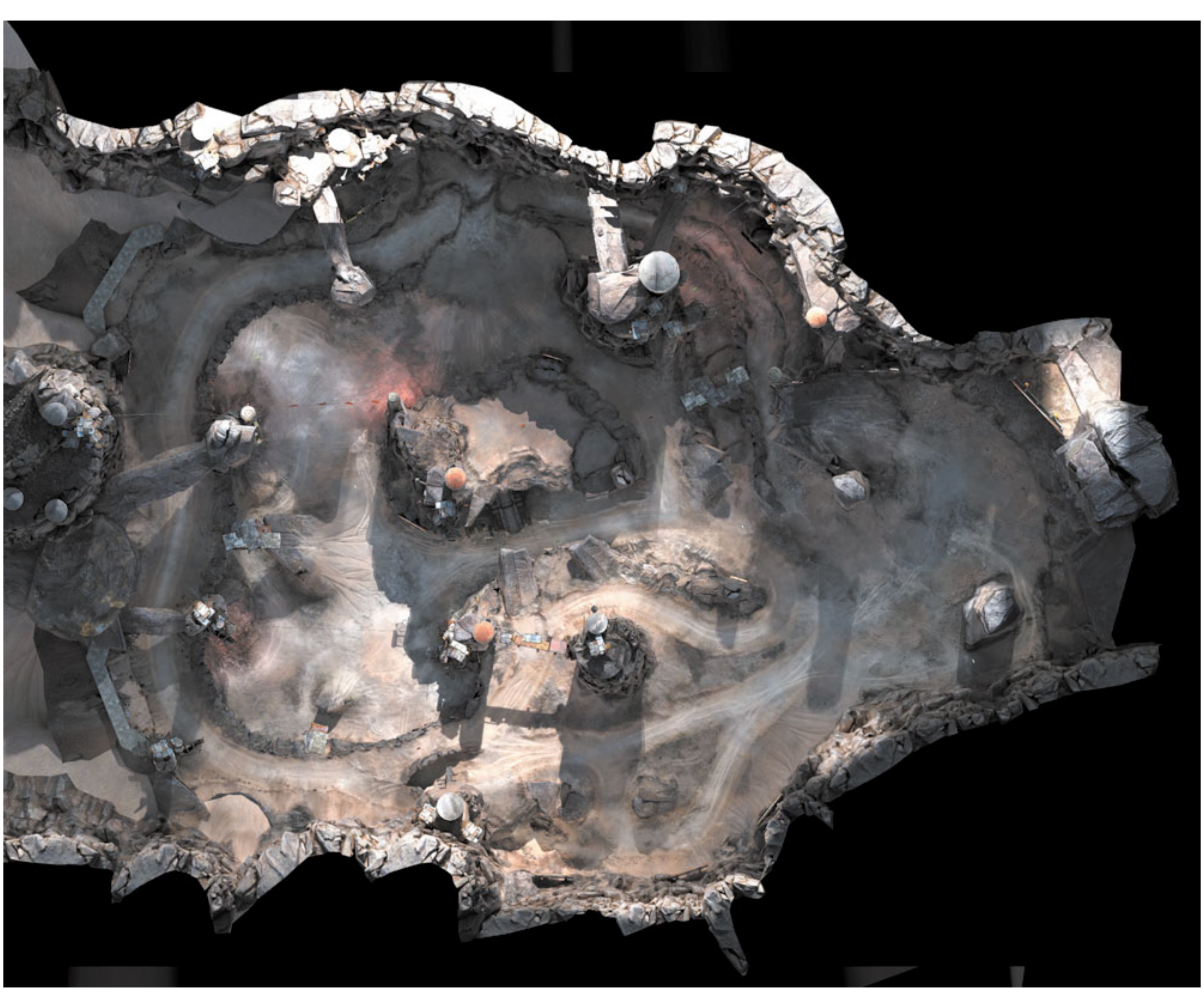

Start
BFG Rounds
01
02
Authority AV2x Rounds x80
03
Authority Pulse Rounds x100
Authority AV2x Rounds x80
Authority Pulse Rounds x100
04
BFG Rounds
AV2x Rounds x40
05
A
Authority Pulse Rounds x100
from first floor
07
06
Authority Pulse Rounds x100
Authority Pulse Rounds x100
Authority AV2x Rounds x80
Authority AV2x Rounds x80
BFG Rounds
09
10
A
Authority AV2x Rounds x40
Authority Pulse Rounds x100
08
11



Road Rage Maps

Maps

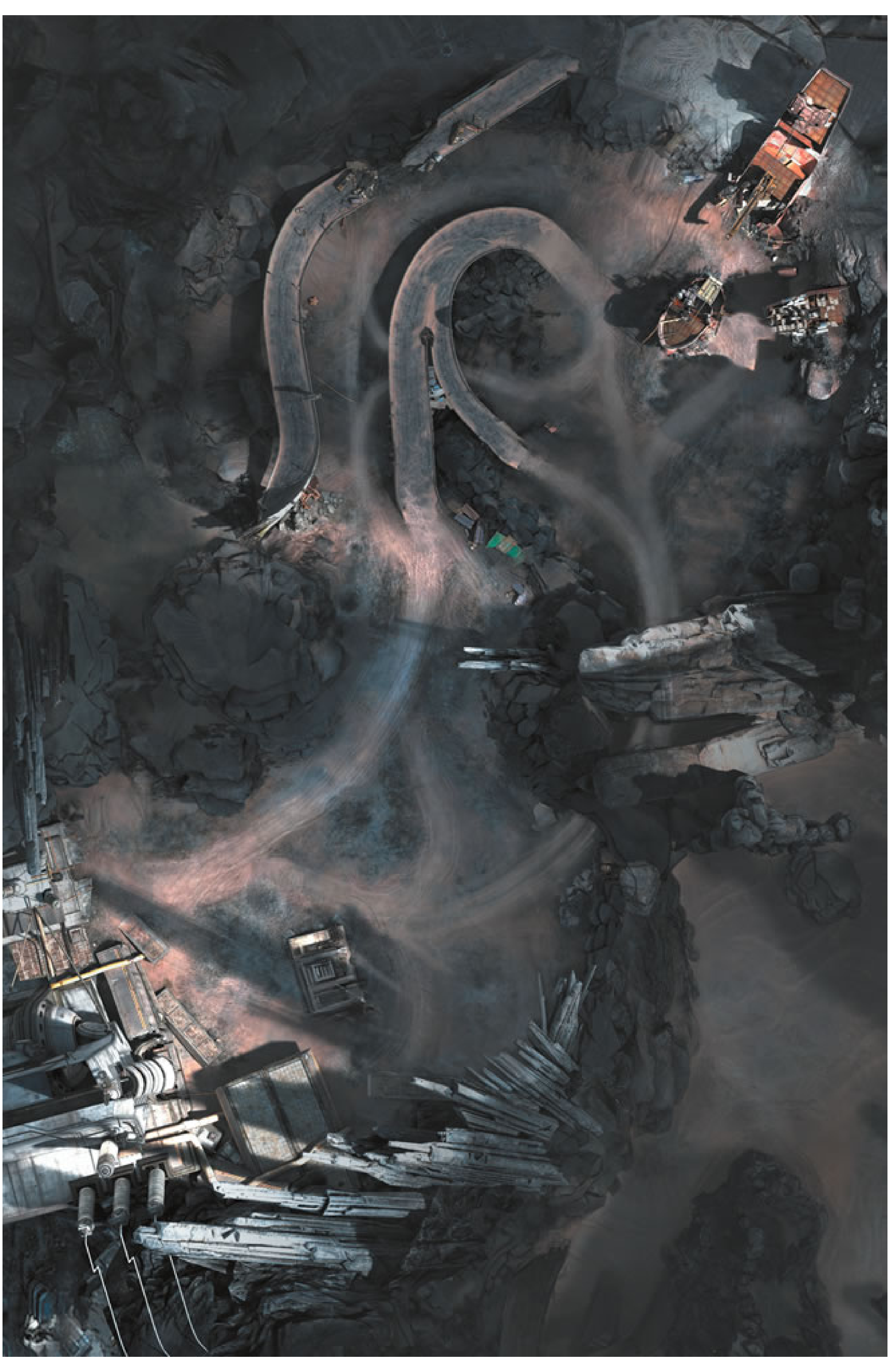
Abandoned



Developer Tips

- Good playground for Air Burst.
- Lots of tight quarters, which make the Nailspreader deadly.
- Take advantage of the Buggy's hard brake.

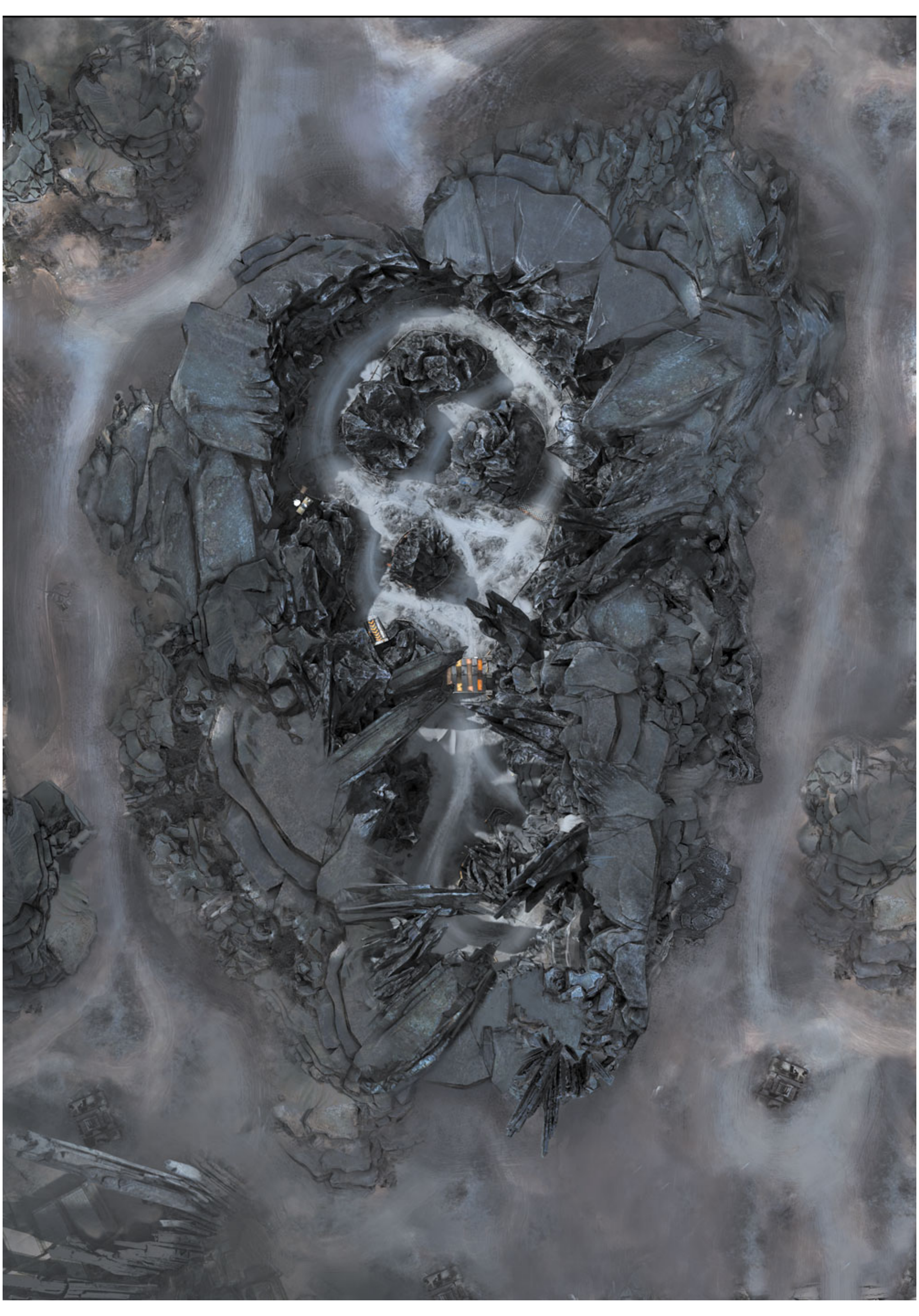
Gearhead Valley



Developer Tips

- Put Mines in the narrow cave; they're hard to avoid.

Meteor

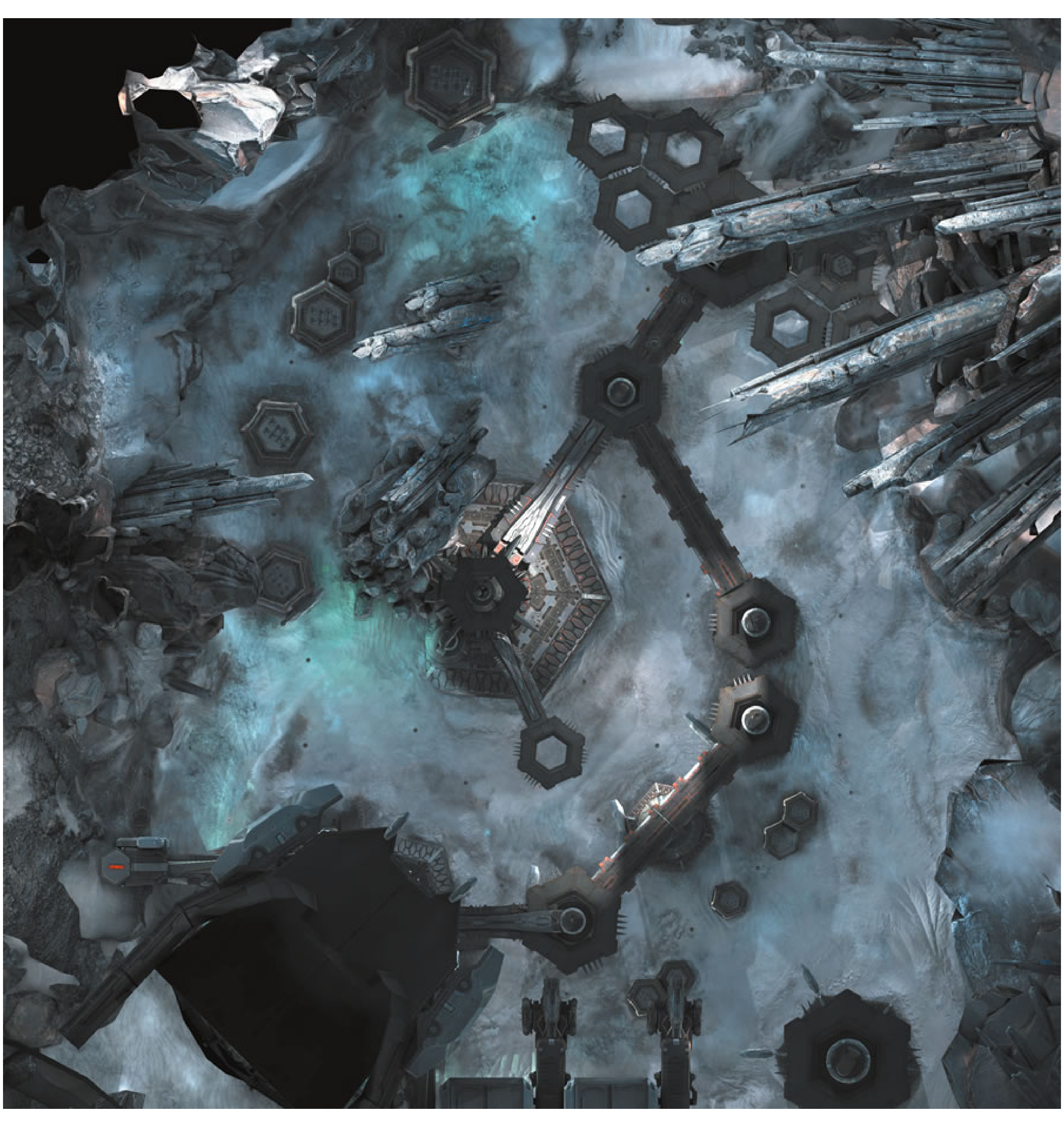


Developer Tips

- Don't boost, it makes it harder to control your vehicle.
- Bigger cars need the hand brake.
- Nailspreader is effective here; there's nowhere to hide!

  Following the track will take you where you need to go. In some cases, it may be faster than turning around.
- Mines are really good here, placed on the narrow tracks.
- It's hard for opponents to escape you when you have Quad Damage—take advantage!

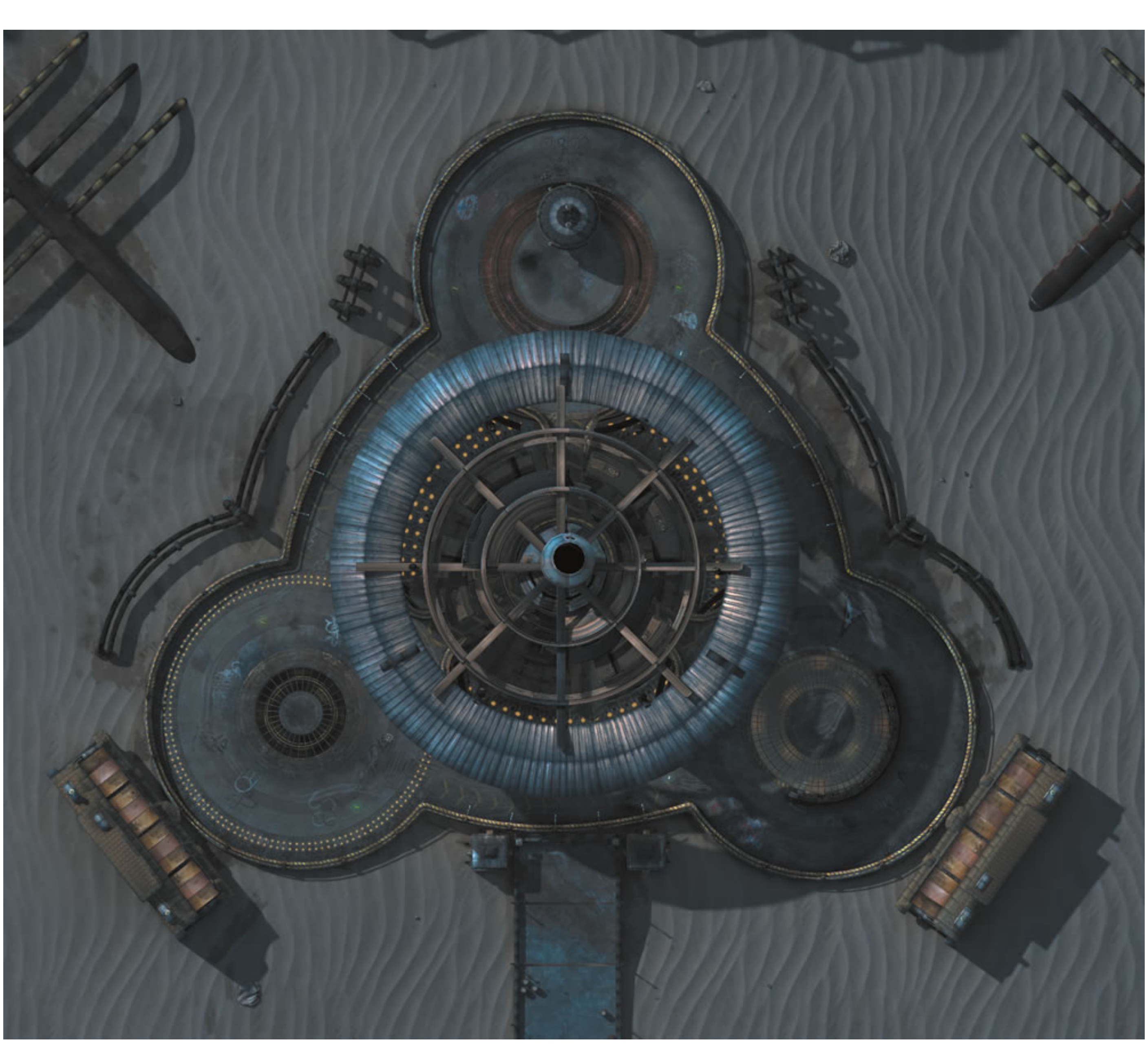
Prime



Developer Tips

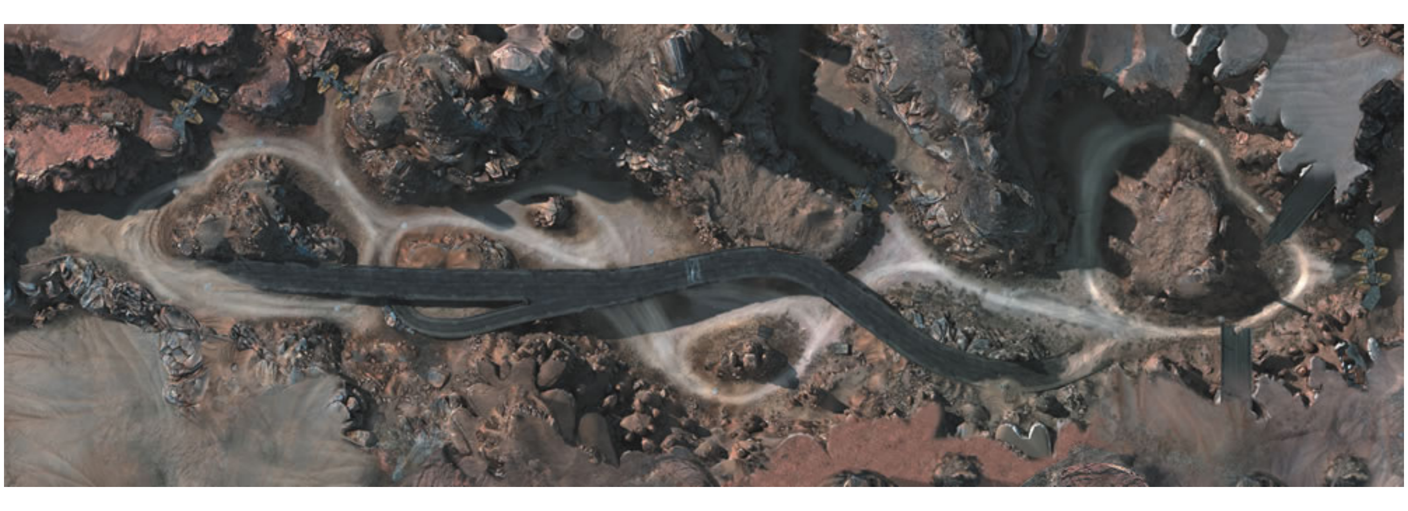
- Long range and Boost Restore are key; the Monarch's top speed can separate you from the pack.
- Quad Damage is in the Authority building.
- Use structures in the map to lose players who are chasing you.
- Lots of room for Escort Bombs.

Reactor



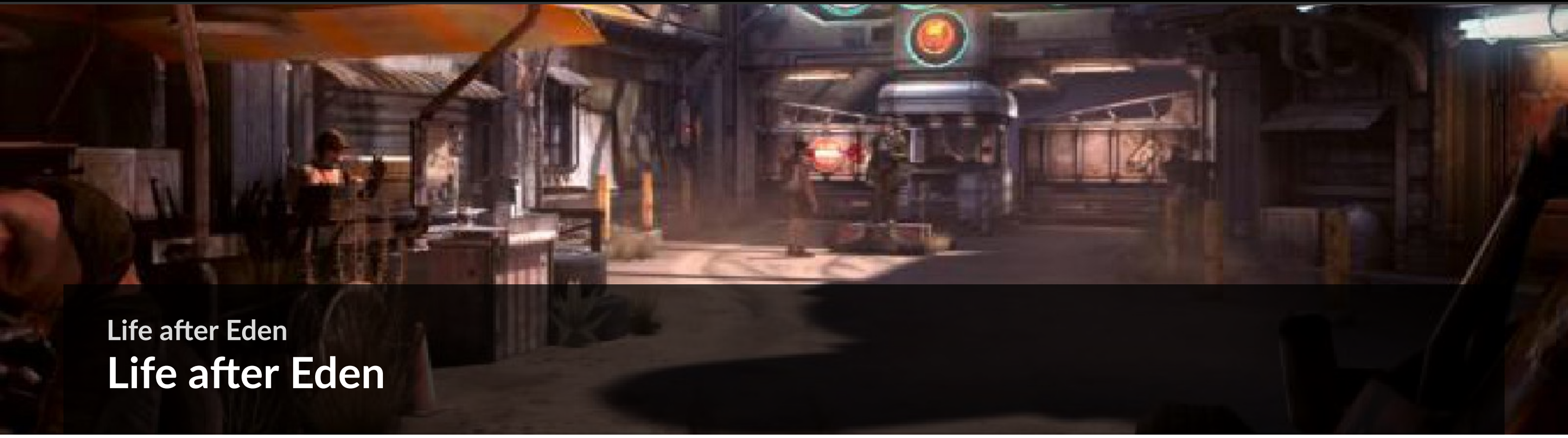
- Use Mines on the treacherous connecting paths.
- Ram people into the blades.
- Use Air Burst to avoid the dangerous connecting paths.

Southern Highway



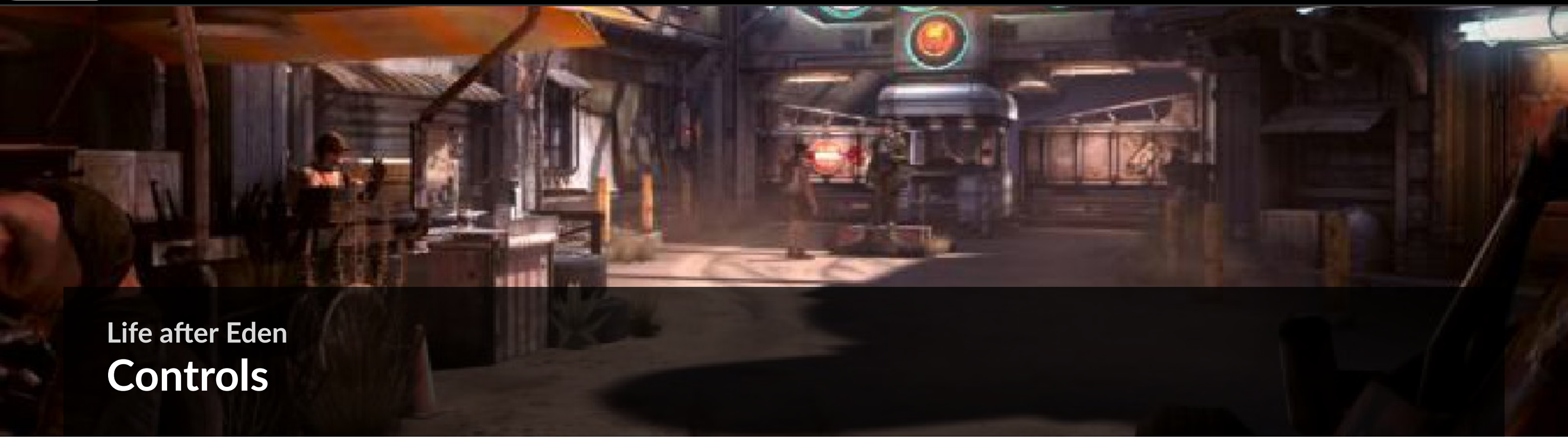
Developer Tips

- Take the highway to get across the map quickly; it has Boost Restore pick-ups.
- Use the ramps if you need to make a quick getaway.
- You can snag the Quad Damage pick-up by jumping down from the highway.



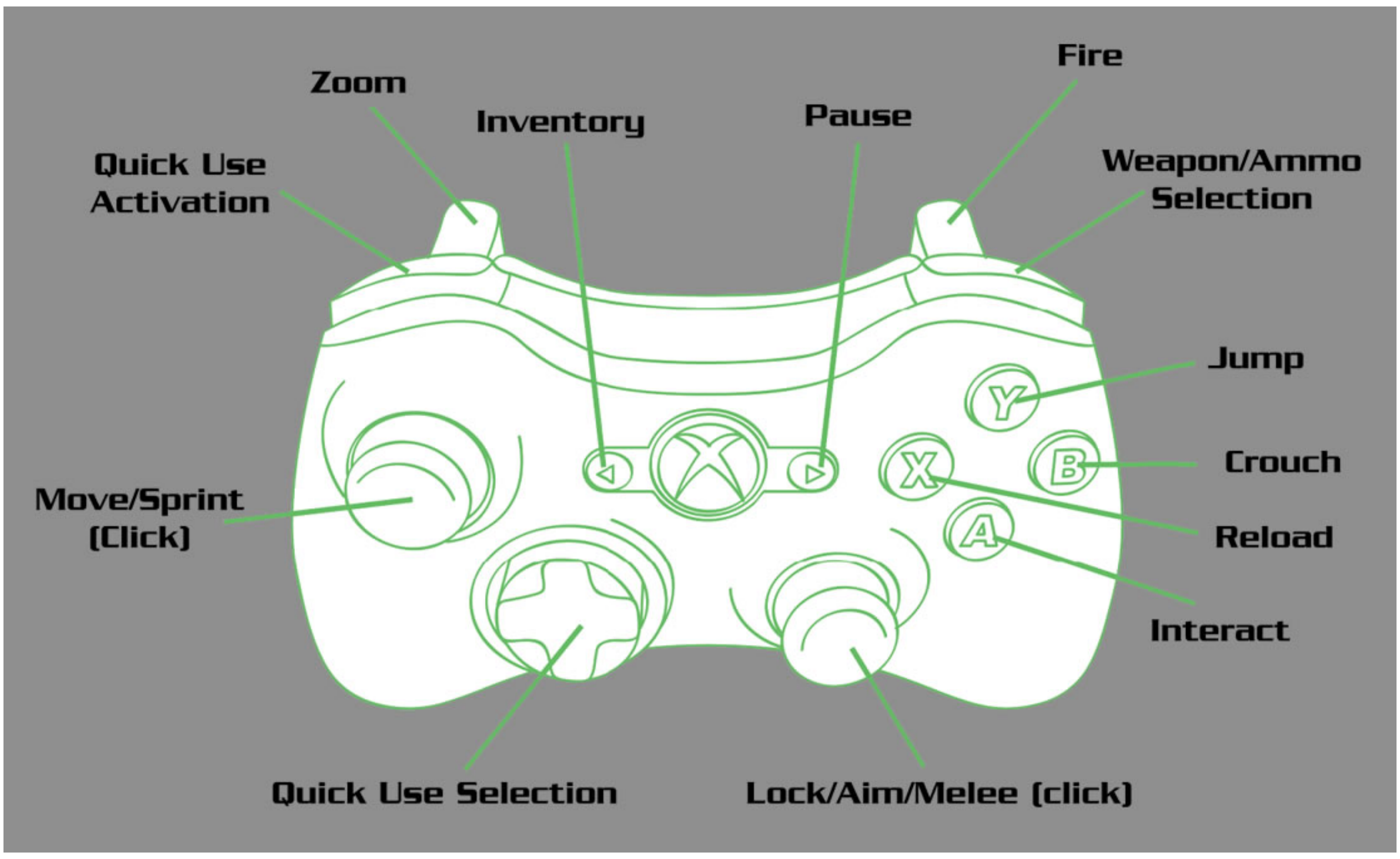
Life after Eden

Welcome back to Earth. . .at least what's left of it. The planet has undergone some major changes since you were selected for the Eden Project and entered a cryogenic slumber. Unfortunately, the remaining cryogenic chambers of your fellow Ark inhabitants were compromised years ago—you're the only survivor. Before stepping outside the safe confines of your Ark, there's a few things you should know. Review the following information to prepare yourself for the unforgiving Wasteland that awaits you.



Life after Eden

Controls

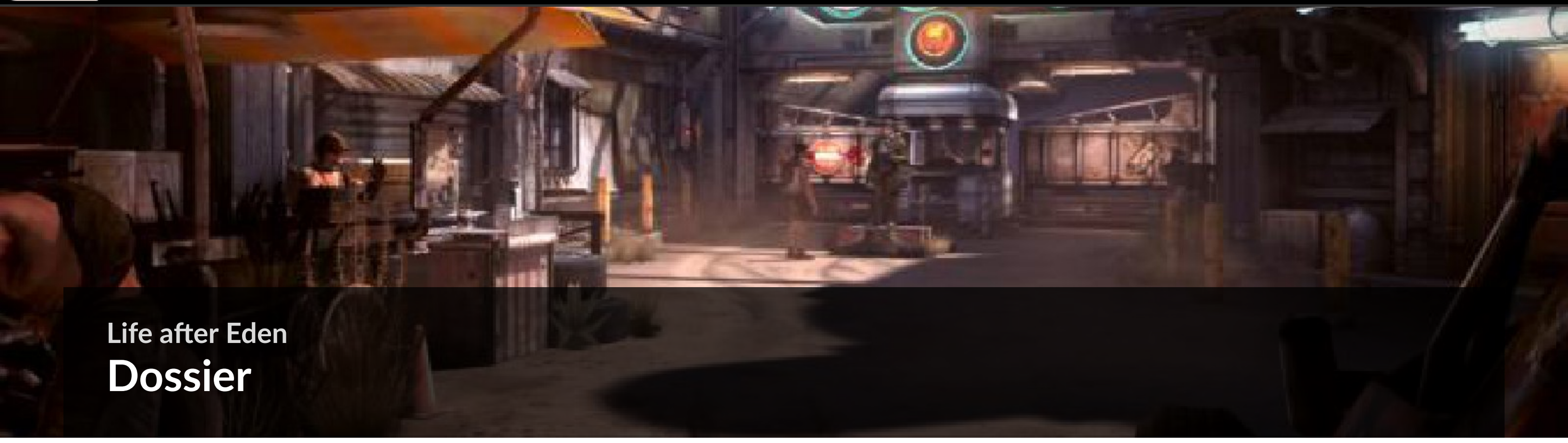


Zoom
Inventory
Pause
Fire
Quick Use Activation
Weapon/Ammo Selection
Jump
Crouch
Move/Sprint (Click)
Reload
Interact
Quick Use Selection
Lock/Aim/Melee (click)

PC Controls	
Action	Key
Move	W, S, A, D
Aim/Look	Mouse
Jump	Space
Sprint	Shift
Crouch	C
Activate	E
Fire	Mouse 1
Zoom	Mouse 2
Quick Use Select	F1–F4
Quick Use Activate	Q
Melee Attack	V
Reload	R
Next Ammo	N
Previous Ammo	B
Weapon Select	Ctrl
Weapons	1–9
Inventory	Tab

Note

For driving controls, skip ahead to the Garage chapter. All PC controls can be remapped, allowing you to completely customize the layout. The console controls can also be changed by selecting from several preset configurations. Experiment with different control settings until you find the setup that best fits your style of play.

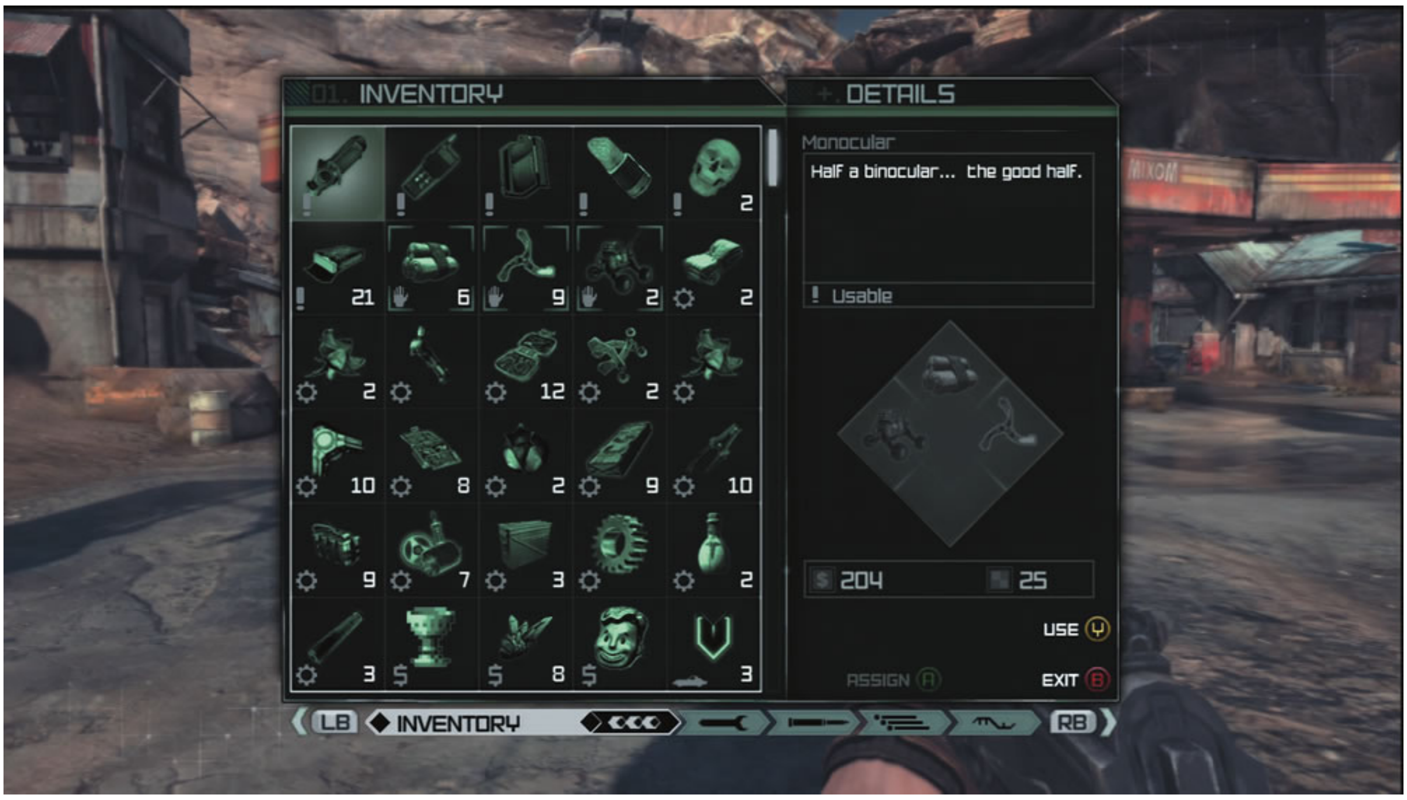


Life after Eden

Dossier

The Dossier gives you access to all of the items, statistics, and progress you've made in RAGE, as well as allowing you to engineer items that help you make your way through the campaign. Press the Inventory button to open the Dossier while in-game. Once opened, you can cycle through various menus.

Inventory



Monocular

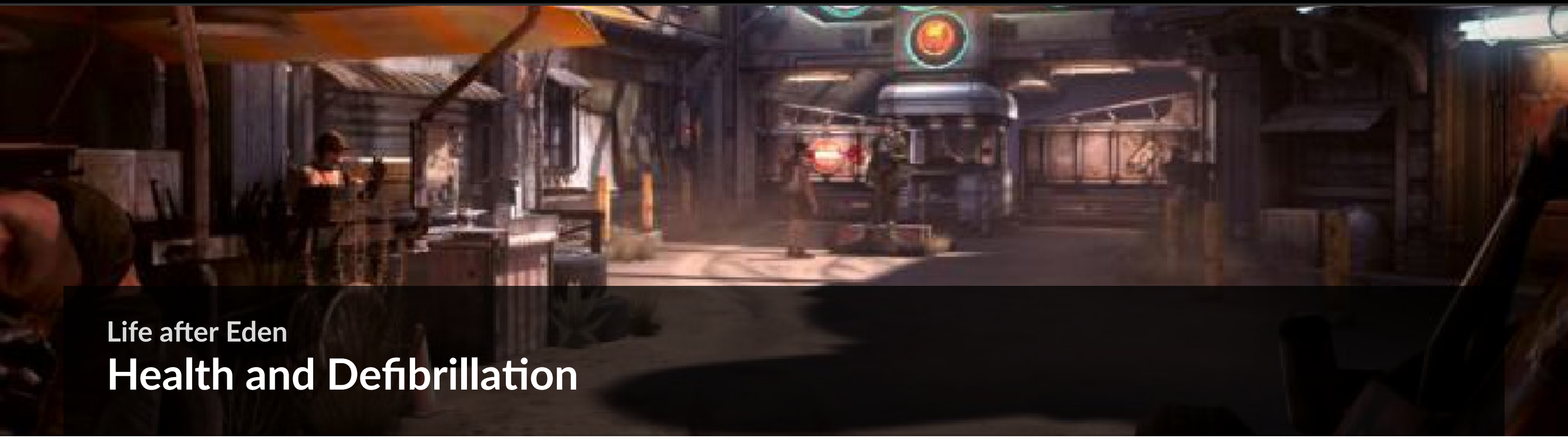
Half a binocular... the good half.

The inventory contains a list of all items and ingredients you're carrying, as well as descriptions of what they are. You can use items here as well as assign quick use items to four different slots. You'll notice that items have different icons next to them that tell what purpose they serve. Here's a quick guide for identifying what does what:

- Exclamation Point: Special items that serve a unique purpose.
- Hand: A quick use item. It can be mapped to the quick use item select menu for fast implementation.
- Gear: An ingredient that can be combined with other ingredients to create usable items.
- Dollar Sign: This indicates that the item has no significant use other than to be sold for cash at a vendor.

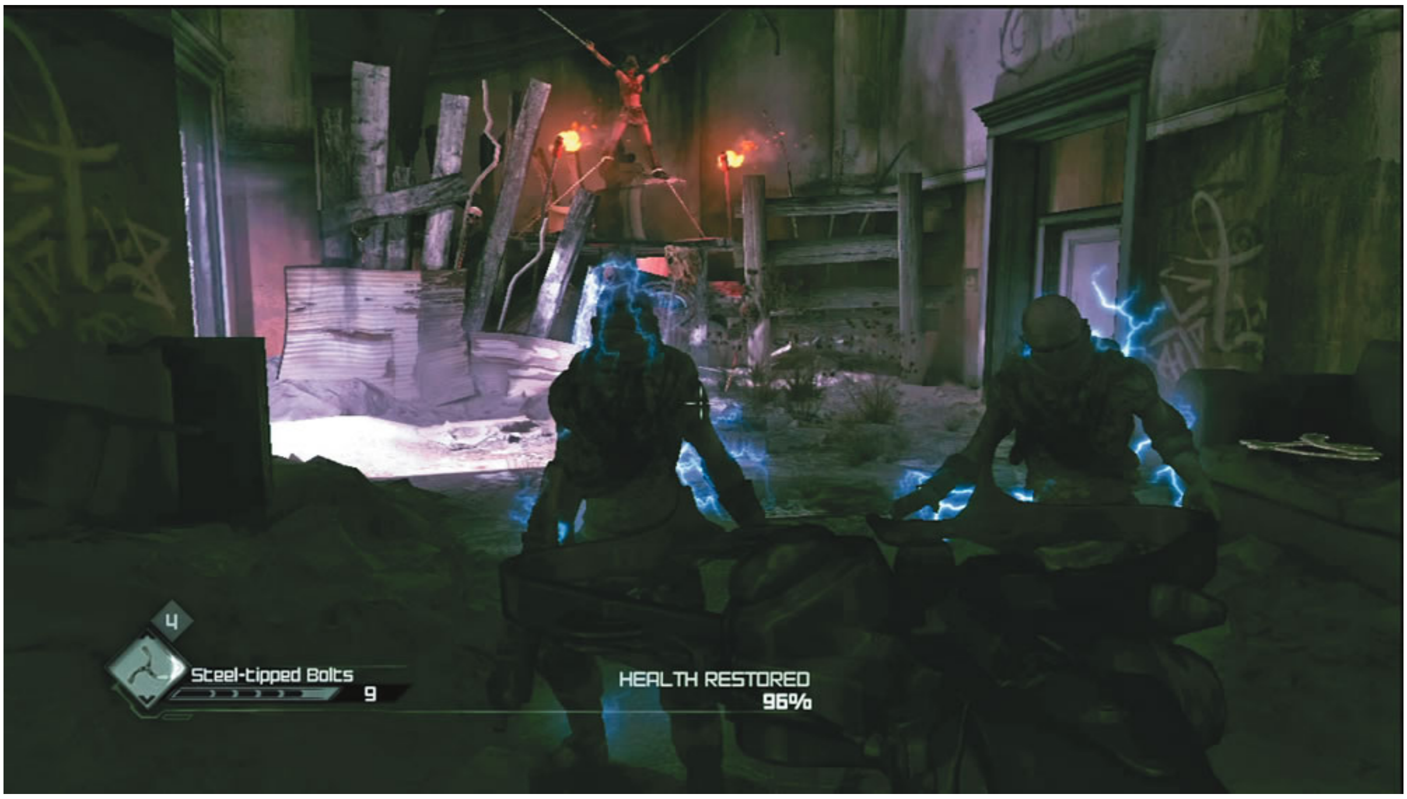
Engineering

Here you can construct any item that you have the schematic (or recipe) and ingredients for. Both schematics and ingredients can be found throughout the Wasteland and at vendors in various towns. If you are missing an ingredient, you'll need to find it somewhere or purchase it from the vendor. If an engineering item you've constructed becomes damaged, you can salvage some parts from it by interacting with the item. This is better than having to abandon it completely. For each ingredient, you see the number of that item required by the schematic or recipe, followed by the number of that item you have in your inventory. Select the Build option to build one object. If you want to use up all your ingredients, choose the Build All option. It's best to build one item at a time as needed, otherwise you may tie up ingredients that could be used to build other items...



Life after Eden

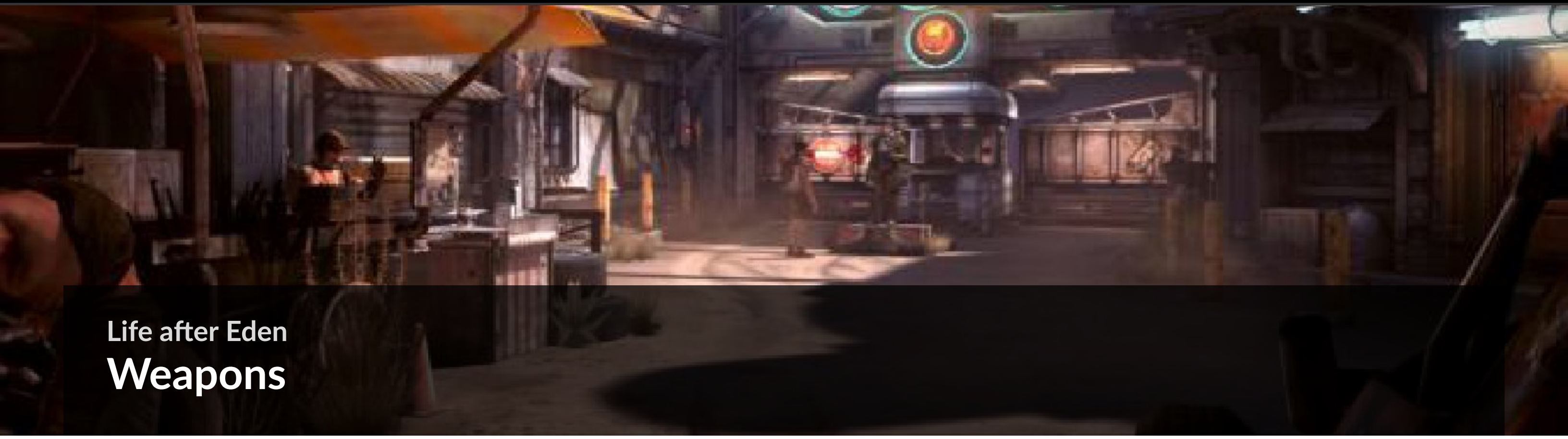
Health and Defibrillation



The Nanotrites inside your body do an amazing job of healing you, but when the periphery of the screen turns red, you're seriously injured. Seek cover and let your Nanotrites do their job. When your vision returns to normal, you are fully healed and ready to return to action. However, the Nanotrites can only work so fast. If they're overwhelmed by injuries you've sustained, you'll lose consciousness. At this time you're given the option to revive yourself through the use of an internal defibrillation unit. This initiates a minigame that determines how much health you receive when you're revived.

The defibrillation process differs slightly between the console and PC versions. In the PC version, two white diamond icons appear on each side of the screen, sliding toward each other. Press the activation key when the white diamonds are lined up with the vertical yellow line in the center of the screen to maximize your health. In the console versions you must first match inputs with the control sticks before the actual defibrillation process begins. At that point, you must match a pair of sliding button icons with a pair of stationary diamond icons to maximize the defibrillator's electrical output. Regardless of platform, a successful defibrillation can restore your health by as much as 100%. During defibrillation, electricity leaks out of your body and electrocutes anyone standing within a small radius—this gives you a fighting chance once you get back on your feet. It takes several minutes for your defibrillator to recharge, so avoid getting injured in that time. If you become incapacitated while your defibrillator is still charging, you die and must restart from your last save. Bandages can heal you instantly, so keep some selected as a quick use item, at least until your defibrillator is fully recharged.

Even if a defibrillation stuns nearby enemies, it may not kill them, so take the steps to finish off any stunned enemies before they regain their composure.



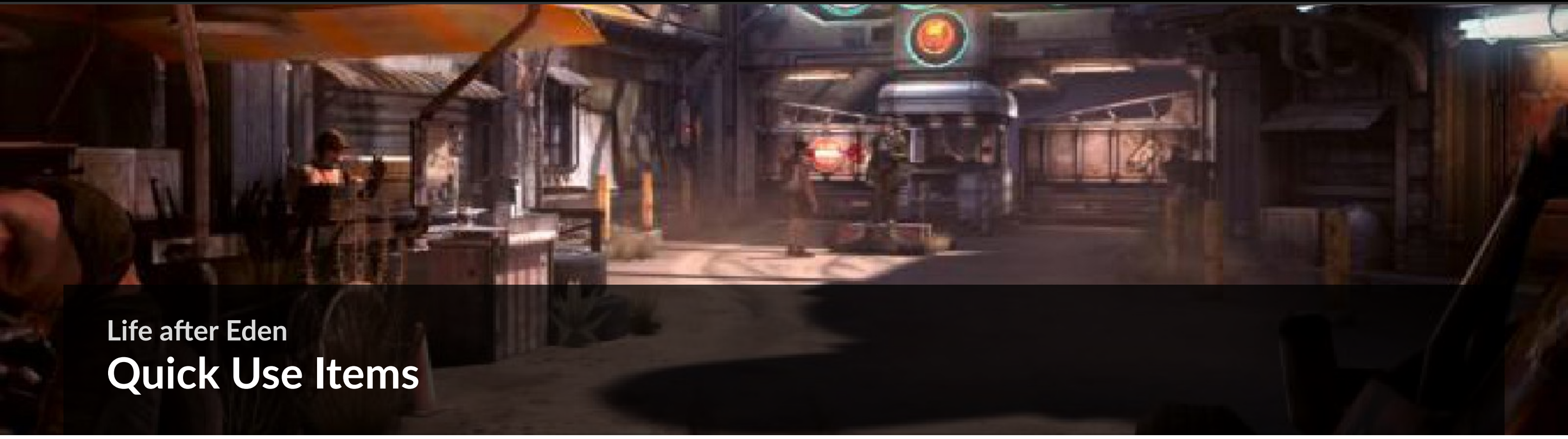
Life after Eden

Weapons

Throughout RAGE you will come across several weapons to use against your enemies in the Wasteland. Using weapons are simple. Place the crosshair over your target and squeeze the trigger. Most weapons also have different ammo types and some upgrades that will be more effective against certain enemies. Here's a mere sampling of the weapons you'll find during your Wasteland adventures. . .

Common Weapons

Image	Name	Description
	Settler Pistol	This standard Wasteland weapon will get you started, but not much further. Later on you'll come across improved ammo for this weapon, including Fatboys and Fat Mammas.
	Combat Shotgun	This shotgun has a lot more oomph than most weapons and is excellent for taking down enemies at close range.
	Assault Rifle	This automatic rifle has a high rate of fire, but is fairly inaccurate. See vendors in the Wasteland to purchase upgrades as well as armor-piercing Feltrite AR Rounds.
	Striker Crossbow	This crossbow was made with stealth, damage, and accuracy in mind. It is also one of the most versatile weapons in the Wasteland, capable of firing four different ammo types, each with devastating potential.



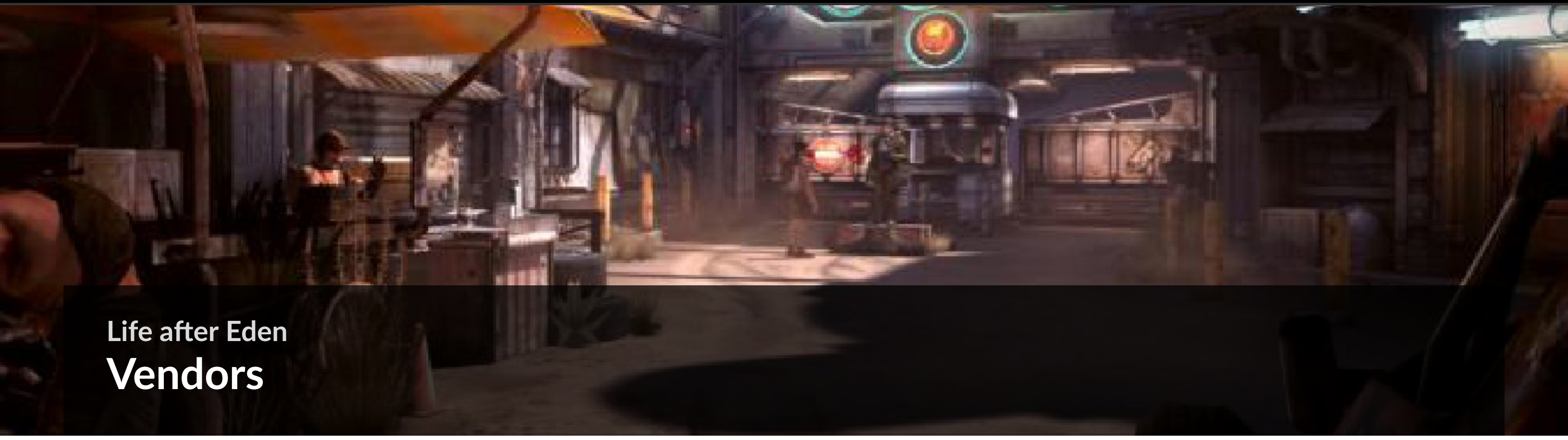
Life after Eden

Quick Use Items

Quick use items are weapons or tools that can be purchased or built using ingredients from vendors throughout the game. Many of these items (and their ingredients) can also be found as pick-ups in the Wasteland. Quick use items serve different purposes, from healing to attacking. Survival in RAGE depends on effective deployment of your quick use items. Knowing what to use and when to use it can mean the difference between victory and defeat.

Common Quick Use Items

Image	Name	Description
	Bandages	Use these to instantly heal yourself.
	Wingsticks	These boomerang-like weapons are excellent at decapitating stronger enemies that you encounter.
	Lock Grinders	These handy tools will get you through locked doors; there are usually valuable items behind these doors.
	HE Grenades	These weapons cause massive damage to any enemy unlucky enough to be within their blast radius.
	Sentry Turret	...Full table available in unlocked guide....



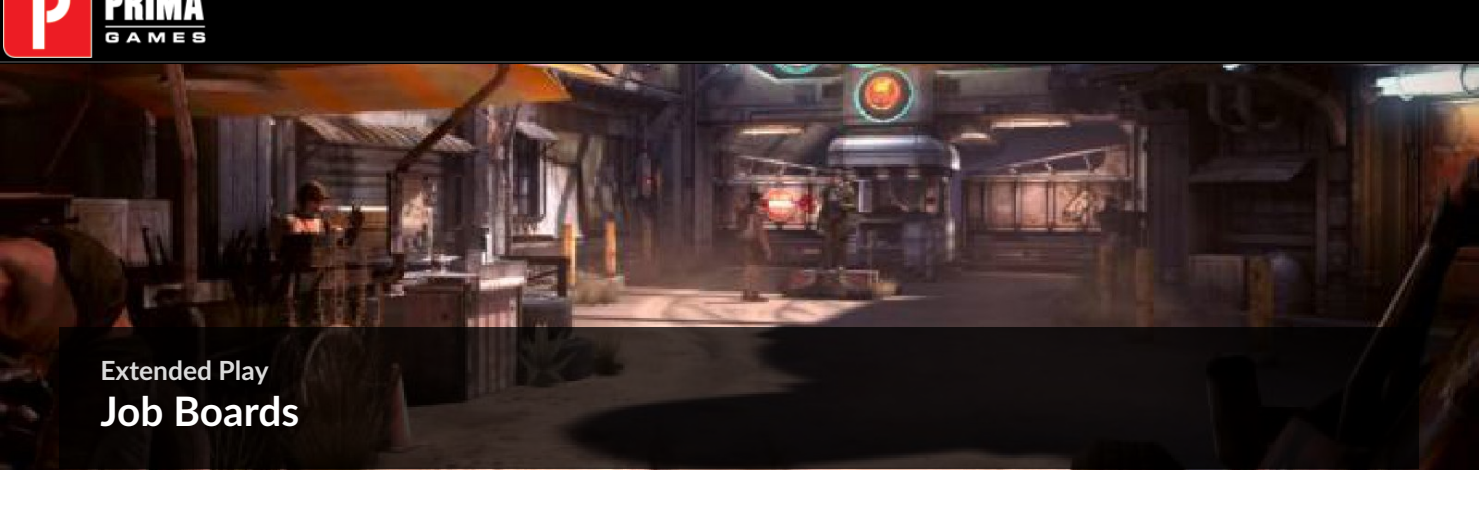
Life after Eden

Vendors

As you explore the world of RAGE, make sure to grab any junk you happen to run across and sell it to vendors when you find yourself in town. Choose the Sell Items option to open up the sell screen. Here you can sort though items in your inventory and sell them to the vendor. However, be careful not to sell critical ingredients or ammo to the vendor—unless you really need the money. Junk items such as Small Objects, Tools, Gas Liters, and Oil Liters have no use when engineering items, so you can sell them for a good profit. While you're at a vendor's shop, make sure to buy all ammo you need. You'll find some ammo littered about the Wasteland, but you should always be prepared. Also, keep your eye on the vendor's inventory for other nifty weapons and items you can use when you find yourself in the next battle. For a complete list of all items in the game, including their cost and sell prices, see the Wasteland Economy table in the back of the guide.

Tip

Not sure what to sell to a vendor? Look for the dollar sign at the bottom of the screen when selecting an item from your inventory. If you see the dollar sign icon, it means the selected item has no other use. Sell it!



Extended Play

Job Boards

- JOBS

  - Mutant Menace
  - Caravan Cover
  - Missing Person
  - Stolen Merchandise
  - A Proposition
  - The Exchange

Mutant Menace

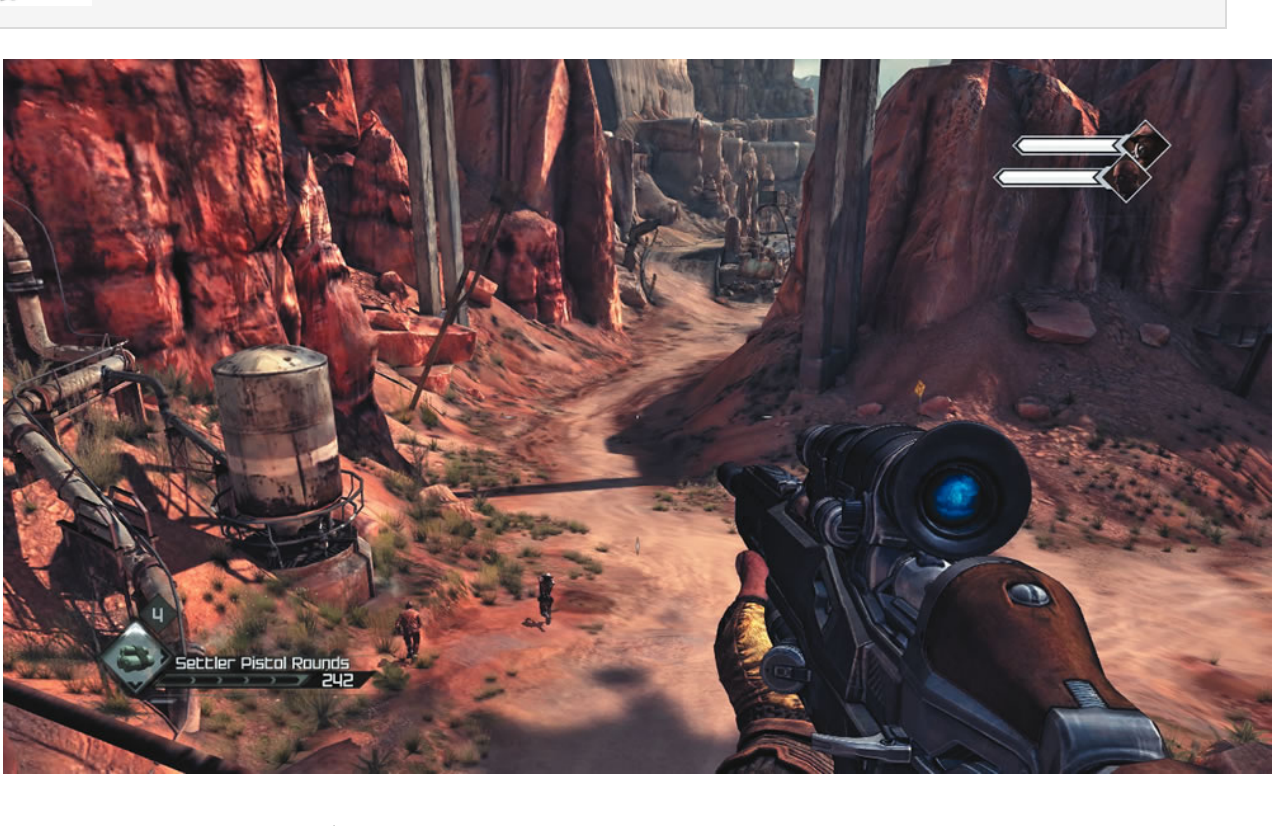
Objective: Protect the Repair Worker

Mutants are destroying our water lines!

We need a sharpshooter to provide sniper cover while our worker repairs the equipment. If we don't stop them, the mutants will cut off water to Wellspring. If you accept, the job begins immediately.

We'll pay you if you can keep the worker alive.

Provided Equipment		
ICON	ITEM	QUANTITY
	Sniper Rifle Auto-Loader	1
Reward		
Icon	Item	Quantity
	Dollars	200



Upon accepting this mission, you're given the Sniper Rifle Auto-Loader upgrade for your Sniper Rifle. Although this allows you to fire the weapon much faster, it does nothing to dampen the recoil. You still need to let the Sniper Rifle settle following each shot before you can fire another round with any accuracy. For this job, you're posted above Wellspring's main gate and must protect the worker fixing three leaks on the pipes outside. The worker is accompanied by a city guard armed with a weak pistol—the health meters for your allies appear in the top right corner of the screen.

Start by shooting the two mutants crouched over a body outside the gate. This allows the worker to move out and begin the repair process. While the worker fixes the leaks in the pipes, the mutants attack in waves, approaching from the two roads leading to Wellspring. Constantly pan left and right to scan the roads for new targets. None of the mutants remain still, so you need to lead them a bit as they run toward the worker and city guard below. If you make all your shots count, you can kill the mutants before they can reach the city guard. However, if the city guard comes under attack, immediately pick off the mutants swarming around him. If the city guard dies, you need to prevent the mutants from reaching the worker. While the city guard can absorb a substantial amount of damage, the worker is killed instantly by any mutant melee attack. Fend off the mutant attackers until all three leaks are fixed to receive payment of $200.

Caution

Some of the mutants will ignore the city guard and worker, opting to scurry up your sniper perch's ladder to attack you at close range. If this happens, strike the mutant with the butt of your Sniper Rifle or simply fire a round through the mutant's chest without using the scope view.

Caravan Cover

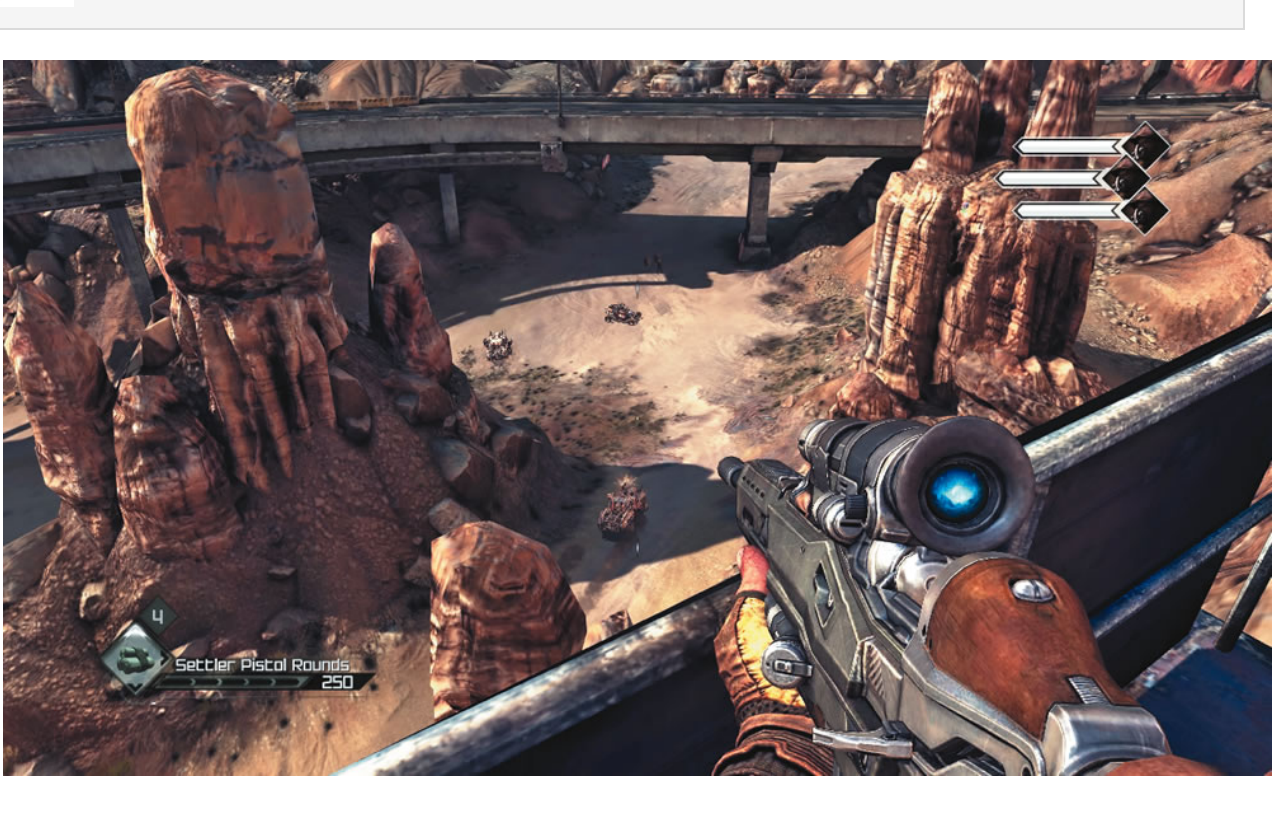
Objective: Protect the caravan

Supplies are ready for delivery to Gun Barrel across the Wasteland.

The most dangerous part of the trip to Gun Barrel is the area right outside of Wellspring. We need sniper cover to ensure the caravan makes it out of the area. If you accept, the job begins immediately.

Payment will be made once the caravan has left the area.

Provided Equipment		
ICON	ITEM	QUANTITY
	Sniper Rifle Auto-Loader	1
Reward		
Icon	Item	Quantity
	Dollars	200



This one is similar to the Mutant Menace job, but this time you get to snipe bandits attempting to ambush a caravan. The caravan consists of a buggy accompanied by three city guards walking on foot. The health meters of the city guards appear in the top right corner of the screen. For the duration of the job you're positioned on a high perch overlooking the canyon below.

Not long into the job, a couple of Wasted Clan buggies approach the caravan and bandits pile out. Your Sniper Rifle can't do much damage to the buggies, so focus your fire on the bandits. The bandits take cover behind their buggies, but don't even seem to notice you. Line up your shots, scoring headshots to quickly neutralize the threats. The city guards take cover behind the caravan and open fire too. While the city guards can hold their own in a firefight, watch out for bandits rushing them with melee weapons. Drop the bandits fast to prevent the city guards from getting clubbed to death. Following the first attack, the caravan advances to the left side of the canyon where a second wave of Wasted Clan buggies approach. This time watch out for bandits positioned on the freeway overpass above the caravan. In the final phase of the attack, the caravan is rushed by RC Bomb Cars. You can destroy these cars with one hit, but carefully monitor their movement patterns as they zigzag toward the caravan. Once all the bandits and RC Bomb Cars are destroyed, the caravan escapes the canyon and you receive $200.

Missing Person

Objective: Search the Ghost Hideout

Attention Wellspring citizens and visitors!

A member of our community was abducted by the Ghost Clan. We are looking for anyone brave enough to explore the Ghost Hideout for signs of her whereabouts. It will be dangerous, but you will be rewarded for your efforts.

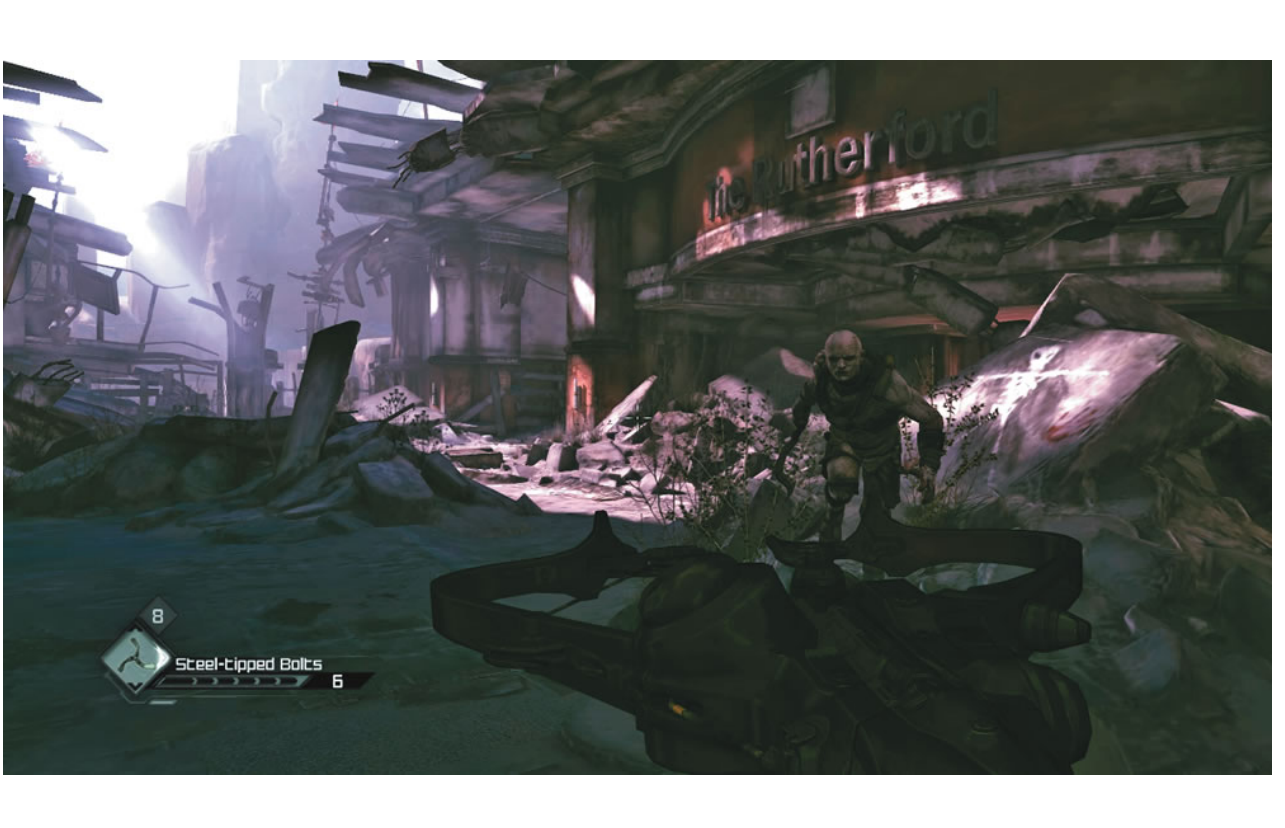
Find evidence of the missing citizen to earn the reward.

Provided Equipment: None

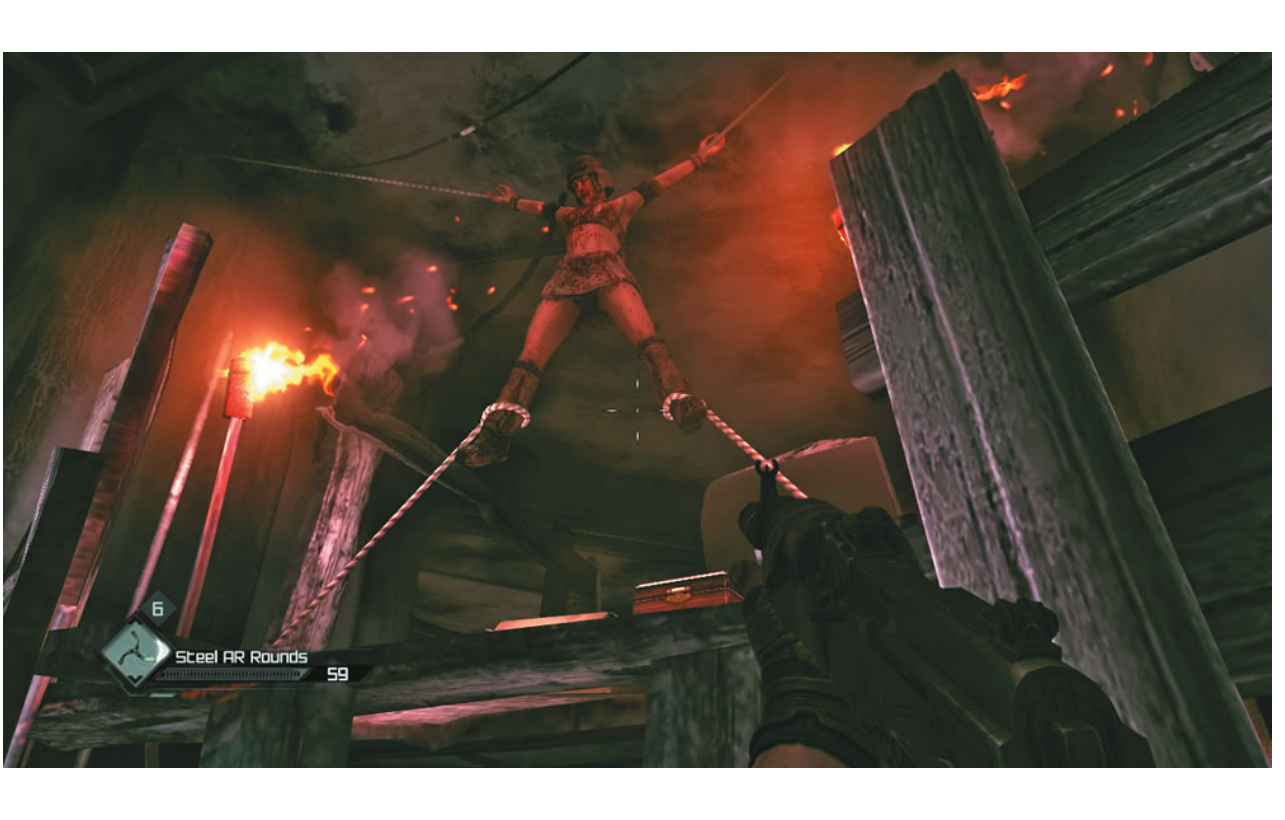
Reward		
ICON	ITEM	QUANTITY
	Dollars	200

New Objectives:

- Return to the Ghost Hideout
- Find the Missing Person



This time you can enter the Ghost Hideout with heavier firepower than just the Settler Pistol. Before leaving Wellspring, stock up on Buckshot for your Combat Shotgun as well as Steel AR Rounds for your Assault Rifle. The Striker Crossbow's Steel-Tipped Bolts are also effective if you hope to take a stealthier approach.



Also, make sure you have enough parts to construct at least one Lock Grinder. On the way to the Ghost Hideout, consider stopping at the Hagar Settlement to buy some more Wingsticks from Halek.

The layout of the Ghost Hideout is exactly the same as when you first visited. Not far from the lobby is a locked door you were unable to open before—use a Lock Grinder to breach the door. Inside the small closet are two Feltrite Crystals and the Ghost Pistol collector card. Cautiously creep through the corridors and use your Combat Shotgun and Wingsticks to take out every Ghost Clan bandit you encounter. You can find the kidnapped citizen in the corridor beyond the lobby's atrium, but it's too late. The woman is dead and suspended in the hallway by ropes attached to her arms and legs. Just beneath her body is the Ghost Bonestick collector card. After finding the woman, continue killing Ghost Clan bandits while fighting your way to the room with the large statue, where you were ambushed earlier. Once you reach this area, the job is complete and you're awarded $400. Stay on your toes as you make a move for the exit as there may still be a few bandits attempting to prevent your escape.

Stolen Merchandise

Objective: Head to the Wasted Garage and find the stolen booze.

The Wasted Clan stole my booze and I want revenge!

A while ago, some Wasted bandits hijacked a case of my best booze. I don't care about the booze. You can keep it if you find it, but I want you to kick their asses real good. Head west to the Wasted Garage and teach those bandits to never steal from me again.

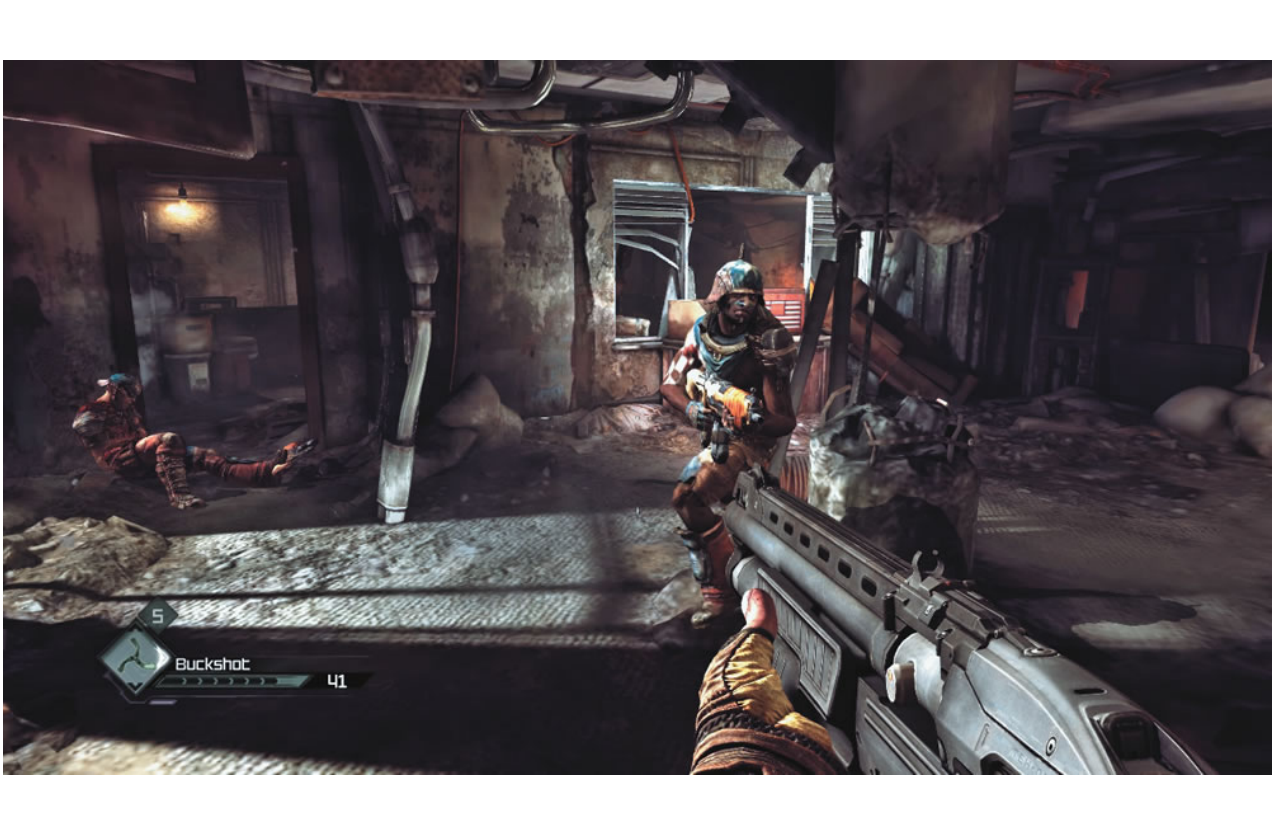
Find that booze and pay those bastards back, and you'll be handsomely rewarded.

Provided Equipment: None

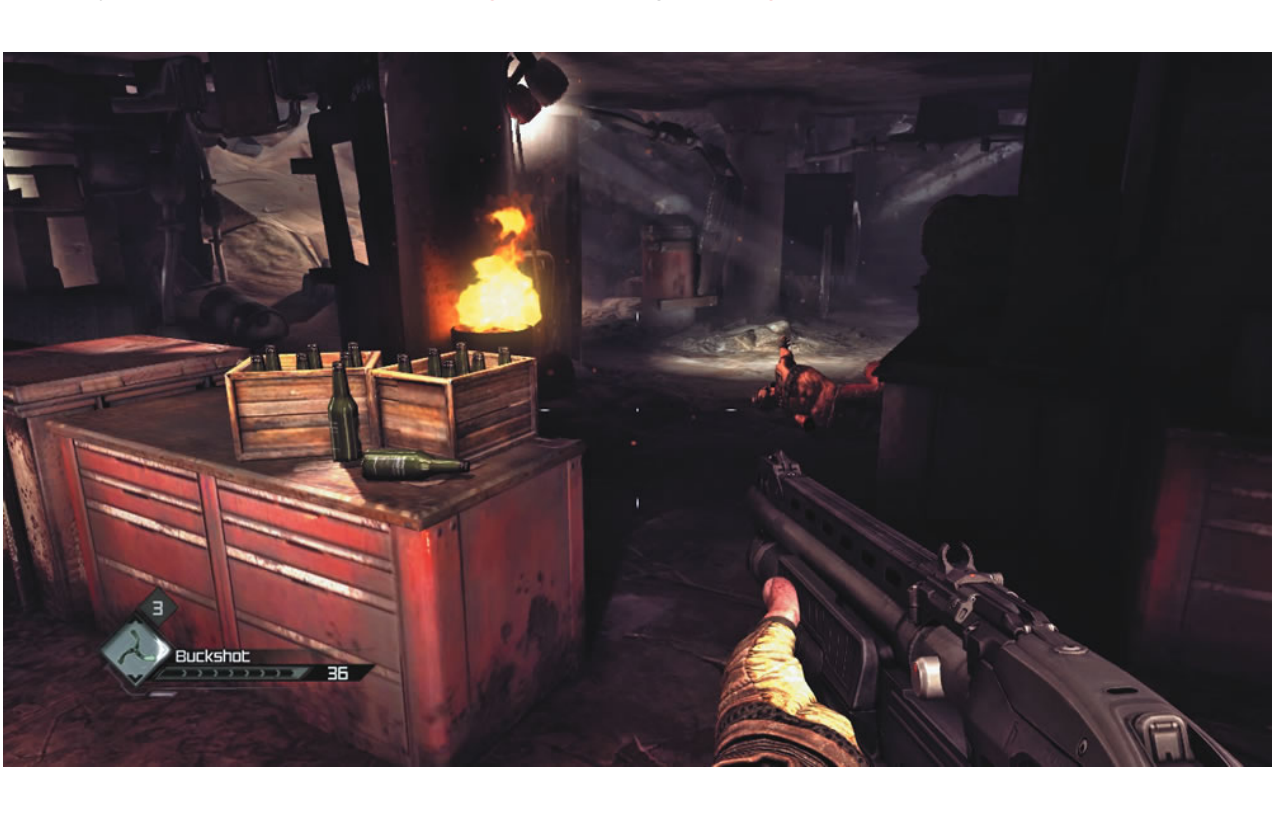
Reward		
ICON	ITEM	QUANTITY
<	Dollars	200

New Objectives:

- Head back to the Wasted Garage
- Find the stolen booze



This next job takes you back to the Wasted Garage. Before leaving Wellspring, check over your ammo and supplies.



The Authority Machine Gun is very effective against the Wasted Clan bandits, so make sure you have plenty of ammo. As you probably discovered in your last visit, the Combat Shotgun is also useful for taking out the bandits who prefer to attack with melee weapons, so bring along plenty of Buckshot too. If you left any locked doors untouched during your last visit, bring along the requisite parts to build at least one Lock Grinder.

You enter the Wasted Garage at the dam site, not far from the Ark. The door you enter is the same one you exited after the Find the Buggy Parts job. This time you raid the Wasted Garage in reverse, starting out by attacking the bottom floor and working your way upstairs. The bottom floor contains a locked door near the exit. If you didn't break in this door earlier, bust inside with a Lock Grinder and grab the Feltrite Crystals and other loot inside. The Wasted Turret collector card is also located on a first floor workbench if you missed it earlier. Despite your earlier attack, the Wasted Clan has recovered and reoccupied their hideout, so expect stiff resistance as you move from one floor to the next. Fortunately, your Authority Machine Gun has no problem chewing up the bandits. The stolen crate of booze is located on the third floor, not far from the stairwell. It looks like the Wasted Clan has already emptied the bottles. Fight off the defending bandits and then add the Beer Bottles to your inventory to complete the job. In addition to the $200 reward, you can sell the eight empty Beer Bottles to Coffer or Halek for a little extra money. Once the job is complete, exit the Wasted Garage, looting any objects you may have missed on the way in.

A Proposition

Objective: Drive to the Hagar Settlement

I've got a business proposition involving a rare engineering schematic.

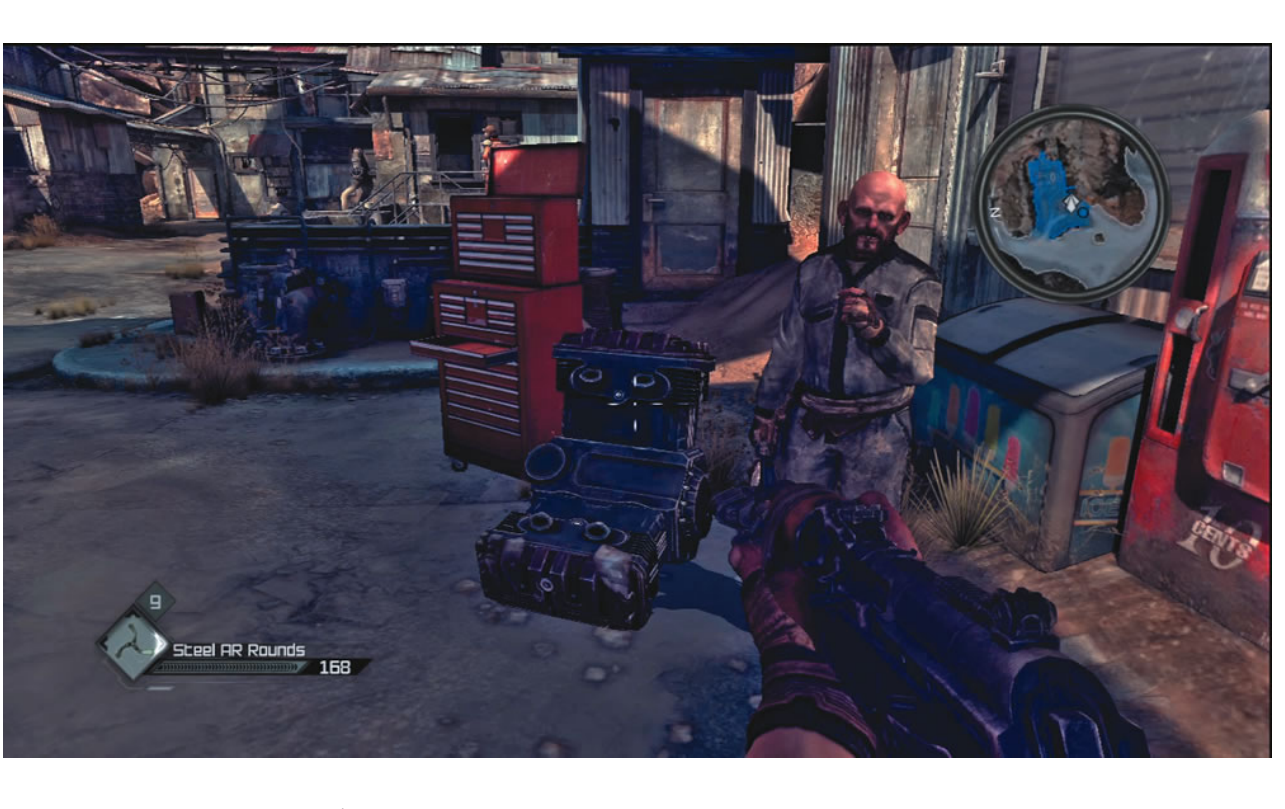
I live west of Wellspring in the Hagar Settlement. Come pay me a visit if you're interested. Oh, and you better not be afraid of kicking some bandit butt, because this job won't be easy.

Visit Phallinx Hagar if you're interested in a rare engineering schematic.

Provided Equipment: None

Reward: None

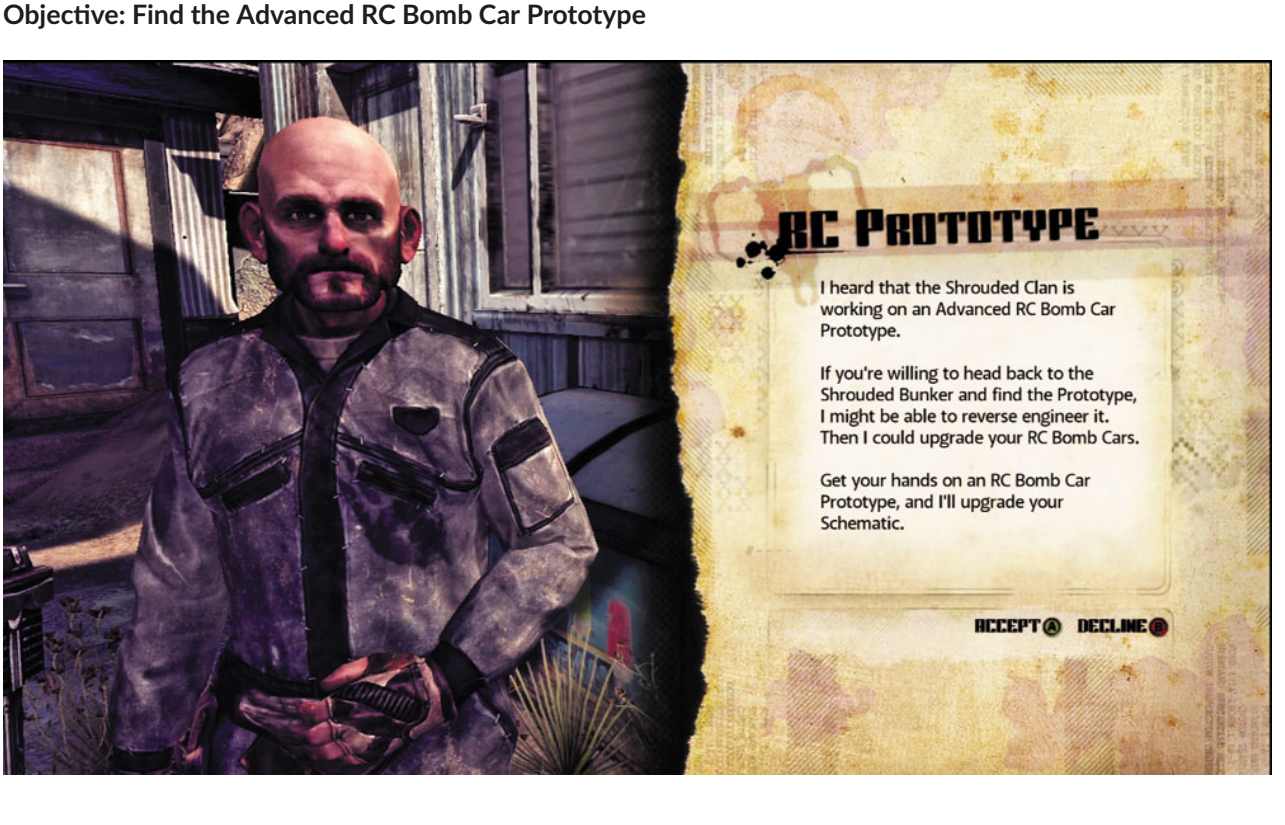
New Objective: Drive over to the Hagar Settlement



This job is only available after you've successfully raided the Shrouded Bunker for Sheriff Black. Although this job offers no reward, it leads into a side quest that allows you to build Advanced RC Bomb Cars. Accept the job posting and drive over to the Hagar Settlement. You can find Phallinx working on an engine outside Durar's garage. Speak with Phallinx to see what he has to offer. . .

RC Prototype
Phallinx Hagar

Objective: Find the Advanced RC Bomb Car Prototype



I heard that the Shrouded Clan is working on an Advanced RC Bomb Car Prototype.

If you're willing to head back to the Shrouded Bunker and find the Prototype, I might be able to reverse engineer it. Then I could upgrade your RC Bomb Cars.

Get your hands on an RC Bomb Car Prototype, and I'll upgrade your Schematic.

I heard that the Shrouded Clan is working on an Advanced RC Bomb Car Prototype.

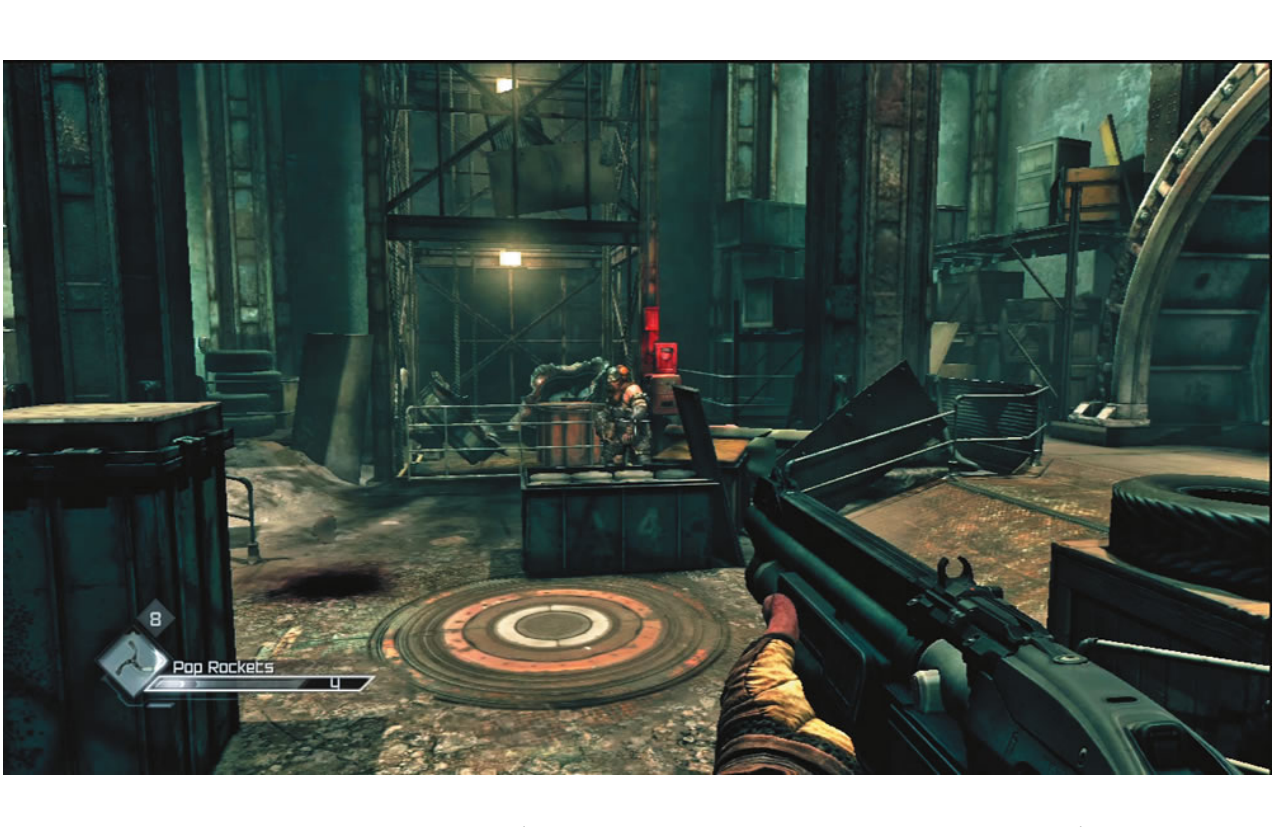
If you're willing to head back to the Shrouded Bunker and find the Prototype, I might be able to reverse engineer it. Then I could upgrade your RC Bomb Cars.
Get your hands on an RC Bomb Car Prototype, and I'll upgrade your schematic.

Provided Equipment: None

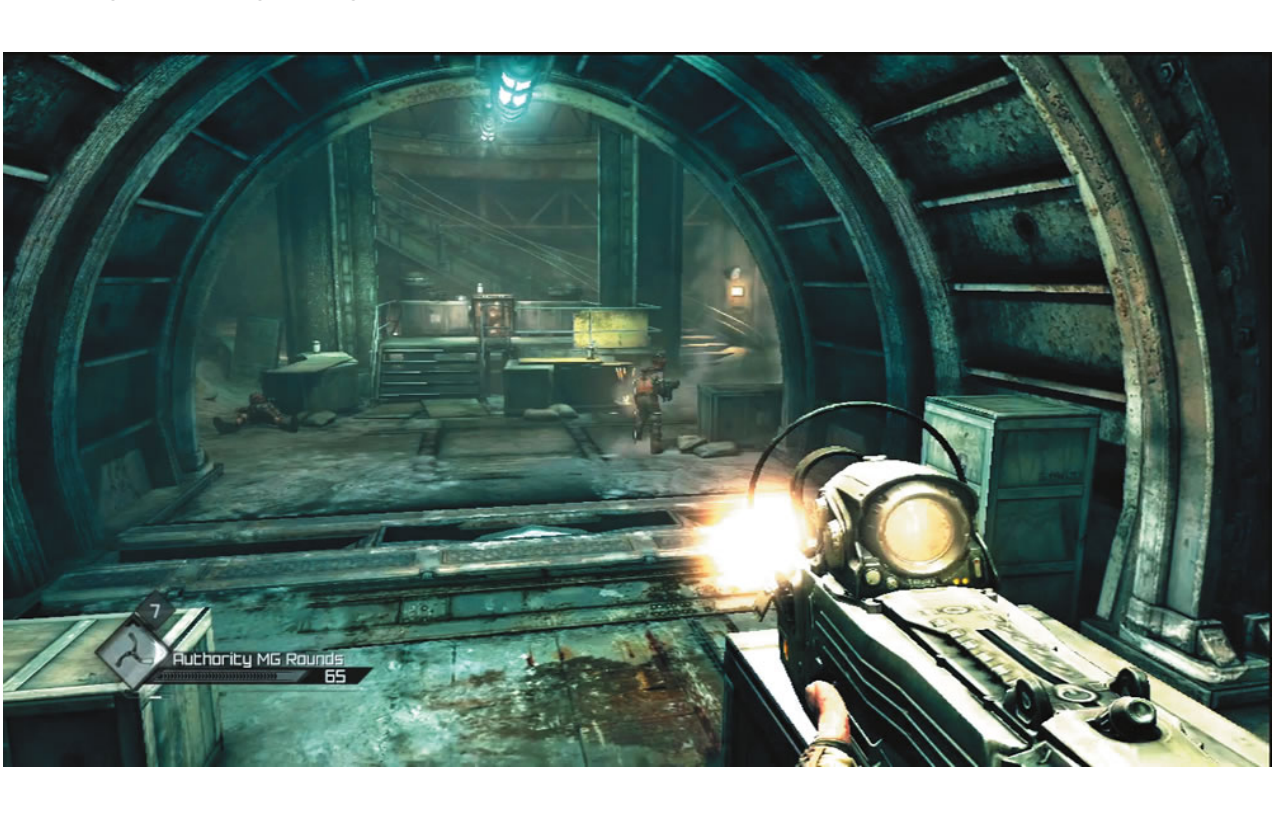
Reward		
ICON	ITEM	QUANTITY
	Advanced RC Bomb Car Schematic	1
	RC Car Kit	1
	Small Battery Pack	1
	Nanotrite Conduit	1
	Explosive Pack	1

New Objectives:

- Head back to the Shrouded Bunker
- Find the RC Bomb Car Prototype



Before leaving the Hagar Settlement, make sure you're well stocked on HE Grenades and ammo. If Halek isn't offering what you need, you can always stop by Wellspring and visit Coffer to resupply prior to your return to the Shrouded Bunker. If you haven't already, consider buying the Pop Rockets Schematic as well as some extra parts to build more. Pop Rockets are very effective against the minigun-toting bandits in the Shrouded Bunker.



The layout of the Shrouded Bunker is the same as when you left it, with gaping holes in the walls where the bomb caches were once located. Fight your way past the bandits on the way to the round lift and ride it down to the bottom floor. The Shrouded Clan members have recovered since your last visit and are eager to exact revenge for the damage you've dealt to their hideout and comrades. Your Authority Machine Gun is best suited for taking out most of the bandits, but watch out for incoming grenades. There are several Shrouded bandits decked out in heavy armor and armed with miniguns. When facing these guys, stun them with HE Grenades and then blast them with your Combat Shotgun to strip away their heavy armor. Pop Rockets are also very effective as long as you score a direct hit with each shot. The Advanced RC Bomb Car Prototype is located on a workbench in the last workshop—grab it and climb the nearby staircase to return to the lift. Ride the lift back up to the top floor, clear out any remaining bandits, and exit the Shrouded Bunker. Deliver the Prototype to Phallinx back at the Hagar Settlement to receive your reward. He hands over the Advanced RC Bomb Car Schematic as well as the parts to build one. Advanced RC Bomb Cars function the same as their predecessors but now emit EMP when detonated, ideal for confronting Authority units.

Tip

Upon revisiting the Shrouded Bunker, don't forget to grab any collector cards you may have missed earlier. You can find the RC Bomb Car, Shrouded AR, and Shrouded Heavy cards here. Reference the map in the previous chapter for their exact locations.

The Exchange

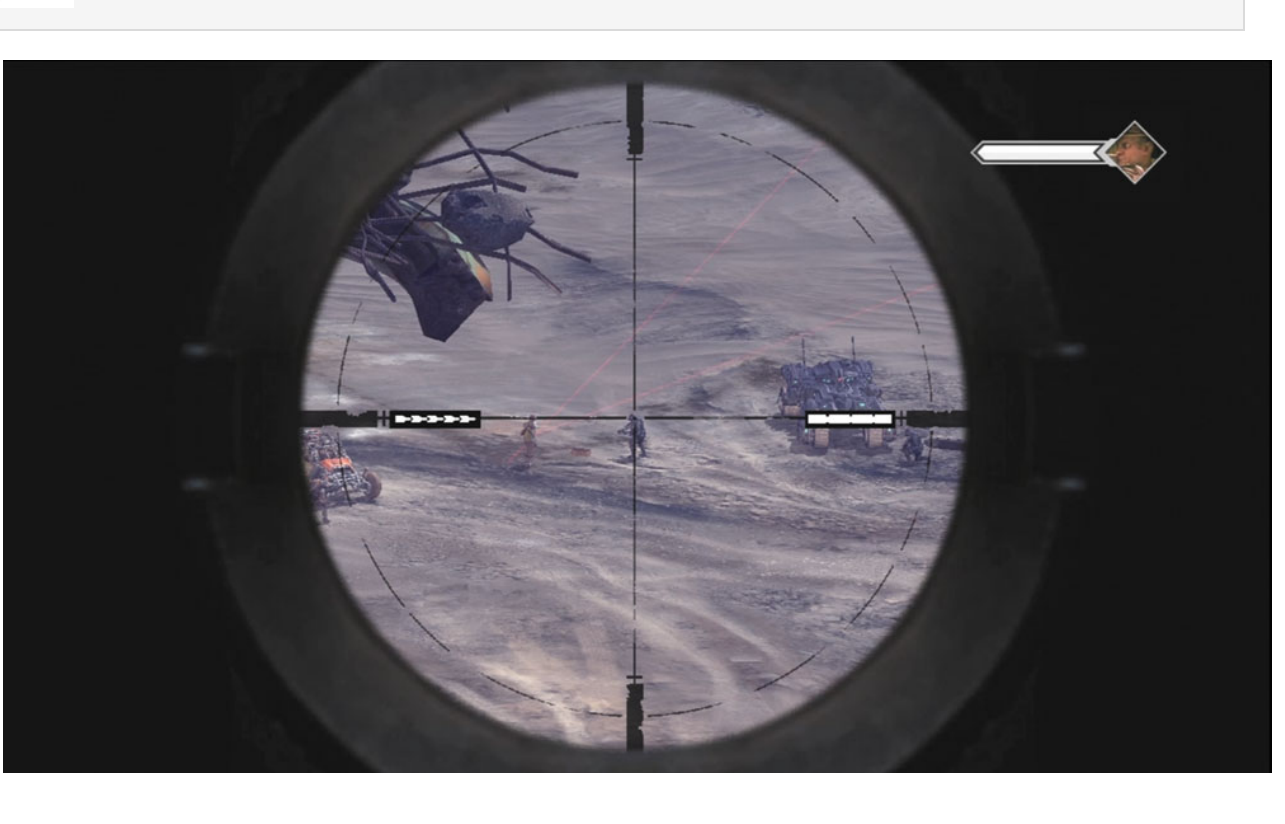
Objective: Protect Sheriff Black

Sheriff Black is making an exchange with the Authority!

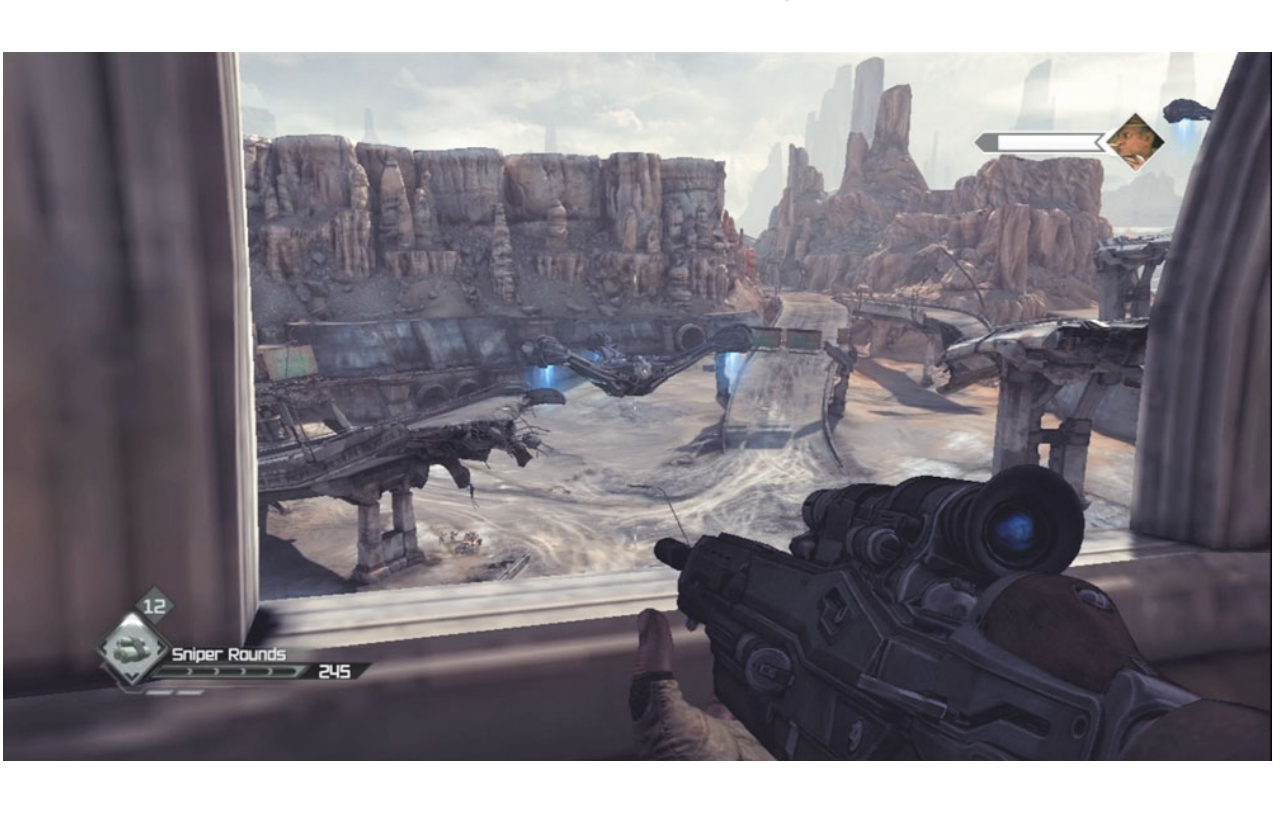
We need Sniper Cover to ensure the Sheriff makes it back alive. With the Authority, it's a sure thing something is going to happen. If you accept, the job begins immediately.

Keep Sheriff Black alive and we'll reward you.

Provided Equipment		
ICON	ITEM	QUANTITY
	Sniper Rifle Auto-Loader	1
Reward		
Icon	Item	Quantity
	Dollars	200



Begin this mission from a high vantage point inside a derelict train car overlooking a canyon. Sheriff Black is on the ground, preparing to make an exchange with the Authority. Keep your scope trained on the Sheriff so you can monitor the exchange. It's no surprise when the Sheriff drops the case and the Authority's red laser sights cross your field of view.



Follow the lasers back to their sources and eliminate the Authority troops. Your targets are stationary but they are equipped with powerful sniper rifles, so stay out of their sights and finish off each target before moving on to the next. If you're under too much fire, take cover for a moment, then pop back up and finish the job.

The Authority snipers take up positions all across the area, but their red laser sights are a dead giveaway. When the Authority drop ship shows up, keep your sights trained just under its hull and wait for the reinforcements to drop down. Remember: it only takes one shot to kill them while they're wearing jetpacks, so wait for that perfect moment where they hover in place just before landing to take your shot. Clean up a few more snipers after the drop ship moves away and you have this mission in the bag.

- JOBS

- Bounty Hunter
- Eviction Notice
- Help Wanted

Bounty Hunter

Objective: Return to the Abandoned Distillery

There's a thief after my Blueshine recipe!

I need someone to track him down and ensure he doesn't discover my secret. I was told that he learned of my distillery and struck out immediately. Please, someone stop him before he ruins my profits!

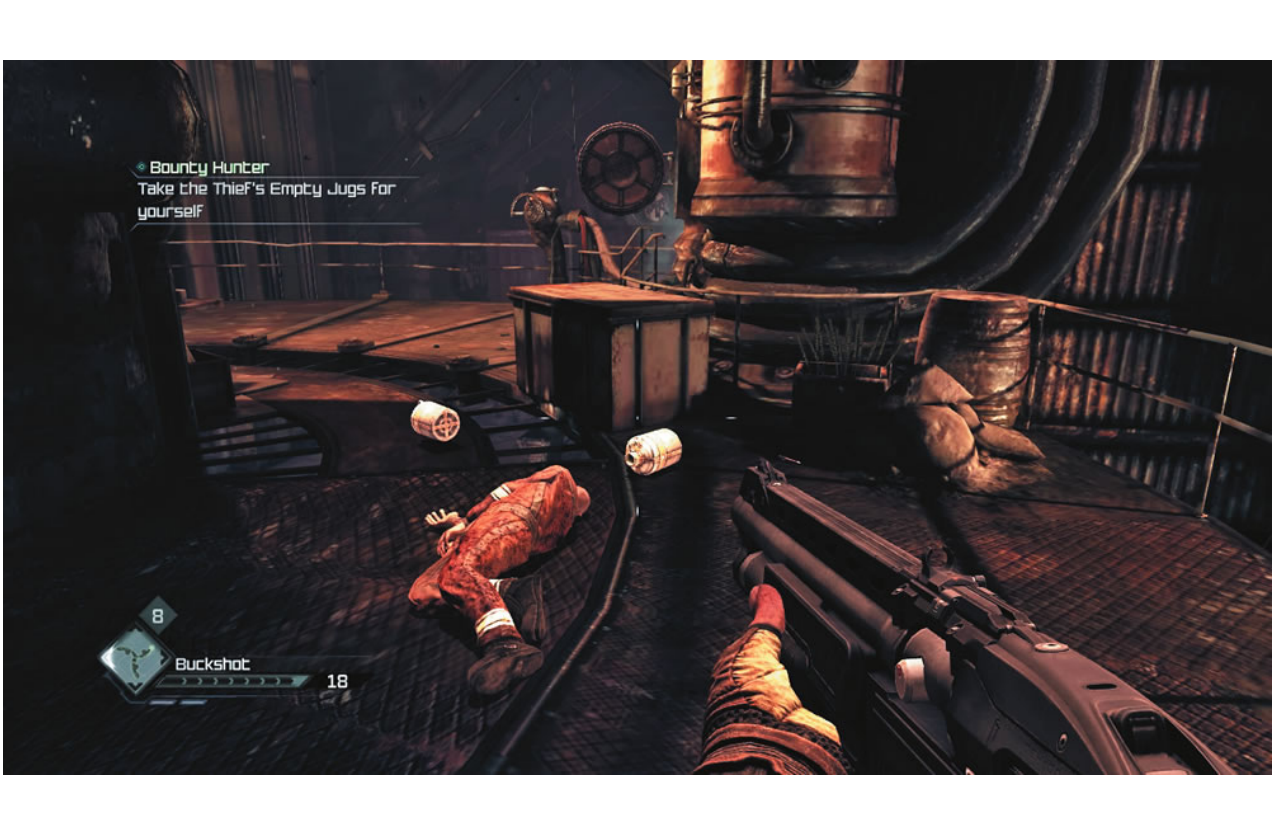
If you stop him, you can take whatever you want from the distillery.

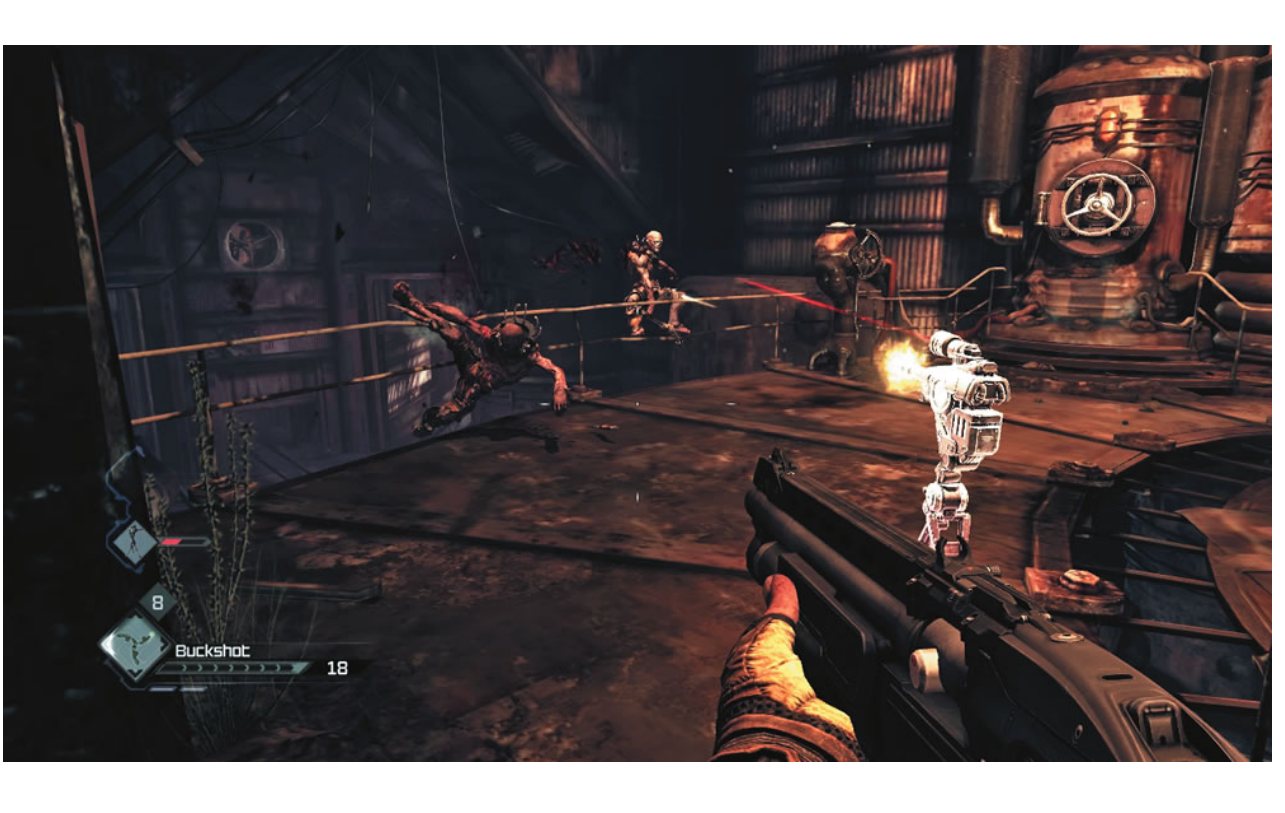
Provided Equipment: None

Reward		
ICON	ITEM	QUANTITY
	Jug of Blueshine	2

New Objectives:

- Head back to the Abandoned Distillery
- Take the thief's empty jugs for yourself
- Use the Distiller to fill the jugs with Blueshine





It sounds like Dietrich is having more problems with his Blueshine business. Before heading for the Abandoned Distillery, visit Jani and stock up on ammo and supplies. The distillery is still overrun by mutants, so make sure you have plenty of Wingsticks and Buckshot for your Combat Shotgun. Completing this job is much easier if you have a couple of Advanced Sentry Turrets, too. Make sure you have enough parts for them with you.

Access the distillery via the same cave path near the bridge by Subway Town and enter through the facility's back door. This time you can move through the distillery in reverse. You find the thief in the Distillery Room—it looks like a couple of mutants got to him first. Dispatch the mutants silently with Wingsticks or Steel-Tipped Bolts fired from your Striker Crossbow. You can now pick up the two jugs the thief was carrying and distill a couple of batches of Blueshine for yourself. Place a jug in the Distiller, and interact with the valve to start the noisy machinery. On cue, mutants rush into the Distillery Room as the equipment rumbles to life. Construct and deploy an Advanced Sentry Turret near the Distiller and stand guard with your Combat Shotgun while the first batch of Blueshine is distilled. When the equipment stops, grab the Jug of Blueshine and insert the second jug into the Distiller. Start the Distiller and deploy a second Advanced Sentry Turret nearby—the first turret has probably run out of health by now. Hang out while the new Advanced Sentry Turret mows down all incoming mutants, then grab your second Jug of Blueshine when the Distiller stops. Don't forget to salvage any parts from your two Advanced Sentry Turrets before leaving. There is no cash payment for completing this job, but you do get to keep the two Jugs of Blueshine.

Eviction Notice

Objective: Evict the Shrouded Clan.

The Shrouded Clan attacked the Blue Line Station!

Outnumbered and outgunned, our workers were massacred, but not before sending out a distress call. We can't let the Shrouded Clan get a foothold so close to Subway Town. Someone's gotta get down there and boot 'em out.

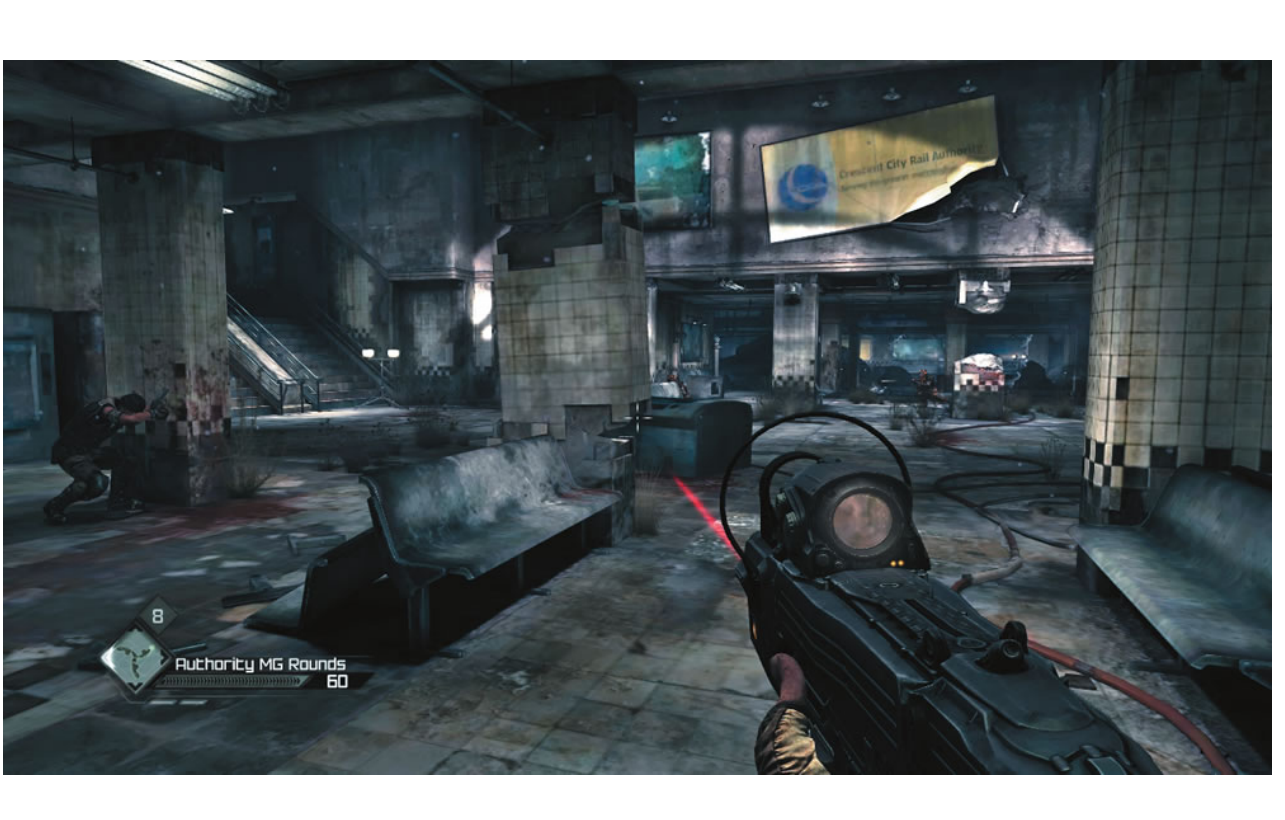
Get 'em out of there and we'll pay you for your services.

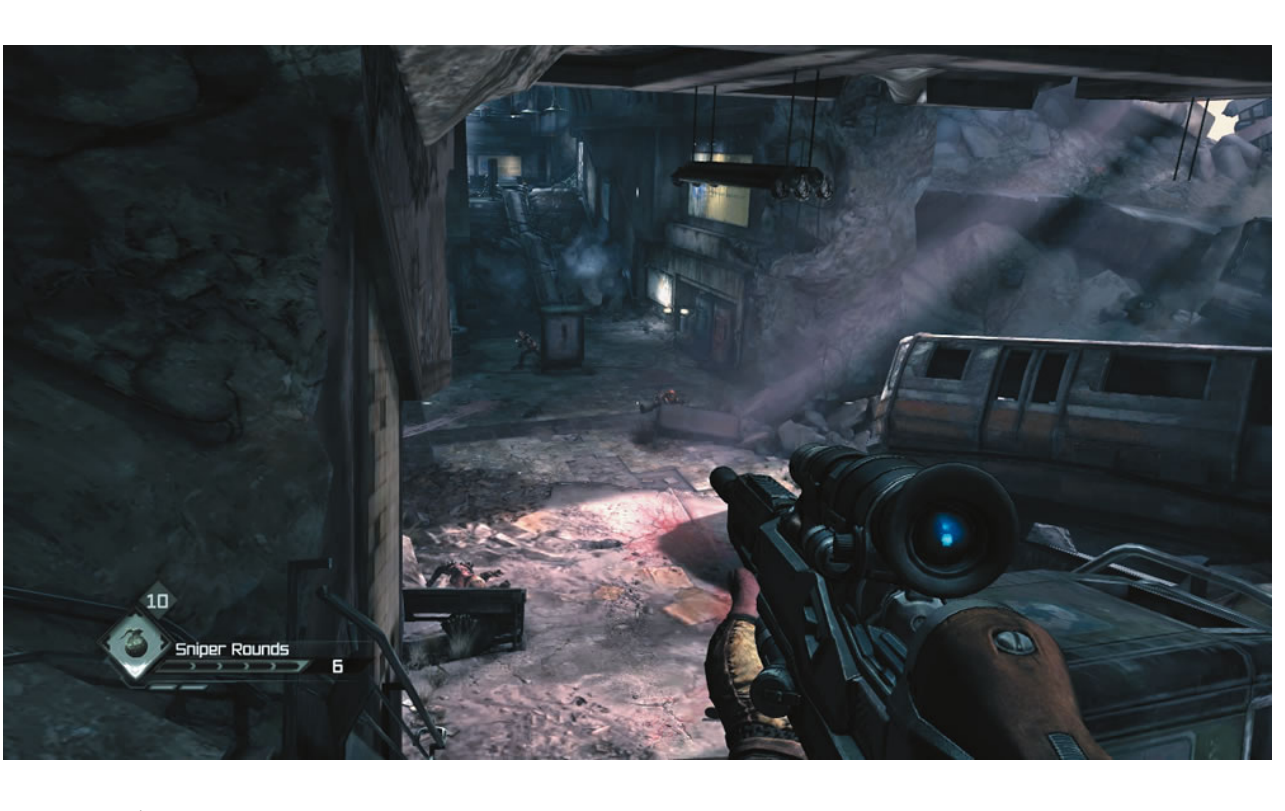
Provided Equipment: None

Reward: None

New Objectives:

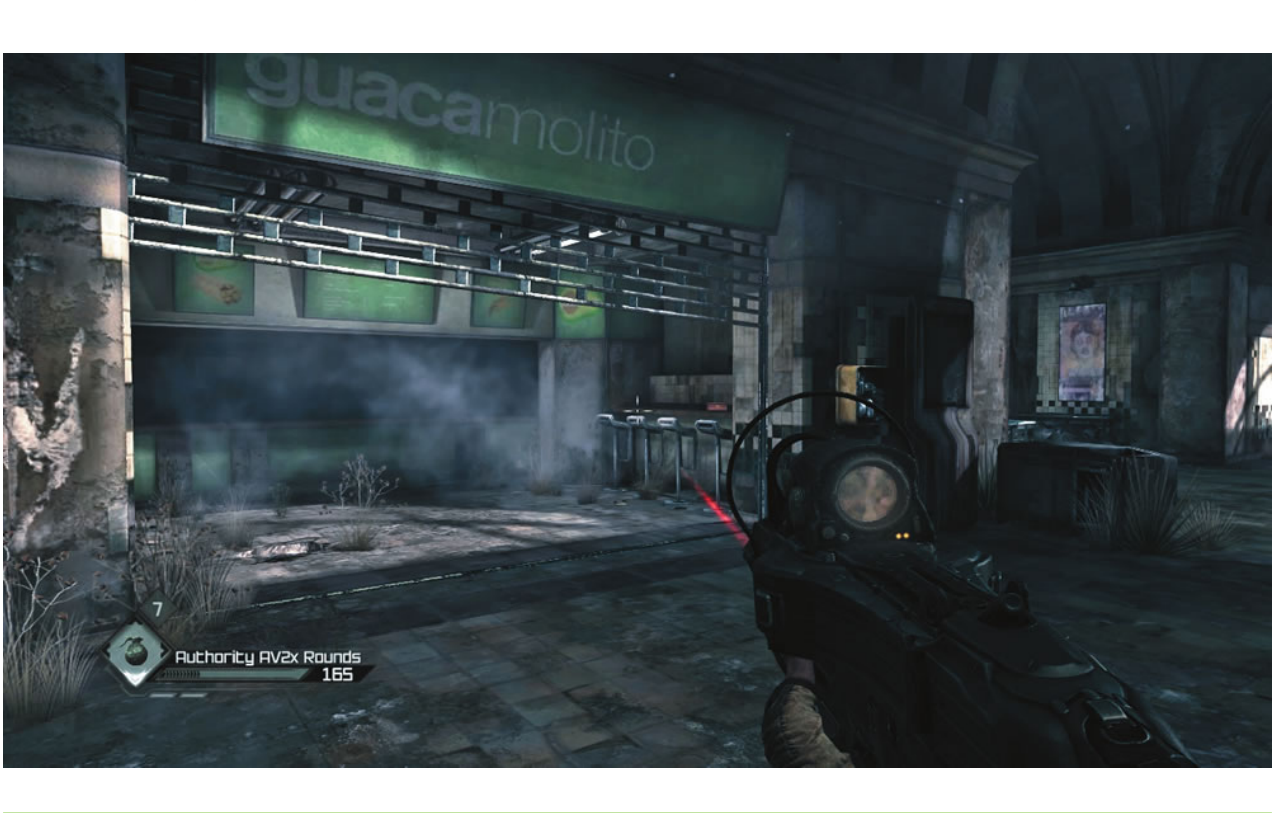
- Return to the Blue Line Station
- Kill every bandit you find





Although you've managed to clear out the mutants, the Shrouded Clan has now taken up residence in the Blue Line Station. This time you'll want to go in with plenty of ammo for your Authority Machine Gun and Sniper Rifle. Also make sure you have plenty of HE Grenades and the parts to make some RC Bomb Cars. The Shrouded Clan bandits tend to huddle behind cover, making explosive weapons very effective during this job.

Enter the Blue Line Station via the entrance below Subway Town. You need to clear the Blue Line Station in reverse, starting at the station platform before working your way upstairs, killing every Shrouded Clan bandit along the way. Subway Town security personnel are busy fighting off some bandits when you arrive at the station platform, but the backup doesn't survive very long. Take cover and pick off the bandits using your Authority Machine Gun. The bandits have placed sentry turrets throughout the facility, so be ready to take cover. Use HE Grenades to knock these turrets over and then loot them for parts. In the large open areas, like the terminal, switch to your Sniper Rifle and score headshots on the bandits as they hide behind cover. Fat Mammas fired from your Settler Pistol also work well in these long-range firefights. If several bandits are crowded together, send and RC Bomb Car after them—it feels good to give them a taste of their own medicine! Despite the promise in the listing, there is no payment for completing this job, so make sure to loot the bodies of the dead bandits and security personnel to help offset the ammo you expended. Continue sweeping the Blue Line Station, working your way back to the entrance in reverse, until all the Shrouded Clan bandits are dead.



Tip

On the top floor of the Blue Line Station, look for the fast-food restaurant called guacamolito. This restaurant was closed during your first visit, but now the security barrier is open, allowing you to grab the Dyno-Mutant collector card inside.

Help Wanted

Objective: Return to the Gearhead Vault

The Authority are setting up an outpost in the old Gearhead Vault!

Isn't that great? Well. . .actually there are better places to live than the old Gearhead Vault, right? Perhaps someone could kindly suggest they look for a better spot. You could even shut down their mobile generators to help them pack!

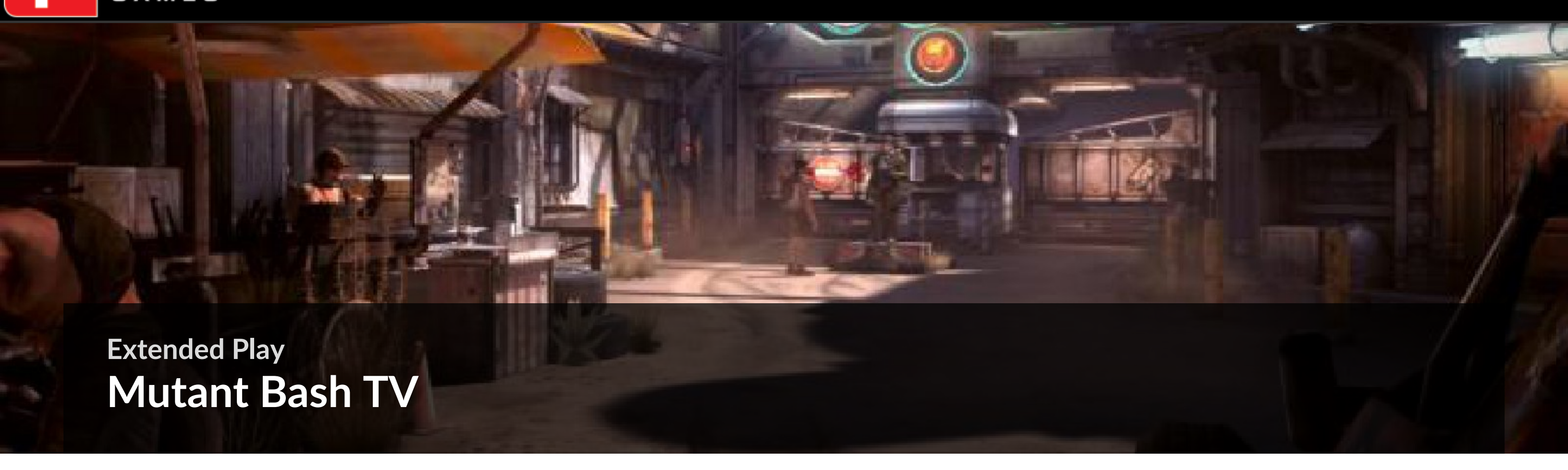
Help the Authority shut down their mobile generators to earn the standard mover's fee.

Provided Equipment: None

Reward: None

New Objectives:

- Return to the Gearhead Vault
- Locate and neutralize the three Authority mobile generators



12
Authority Pulse Rounds
110

11
Authority AV2x Rounds
236

Consider doing this job after you've attacked the Authority Bridge. At that point you'll have the Authority Pulse Cannon, a weapon that makes it much easier to mow down Authority enforcers. Before heading for the Gearhead Vault, visit Jani and purchase at least 200 Authority Pulse Rounds and 3 EMP Grenades. If you don't have the Authority Pulse Cannon yet, you can accomplish the job with the Authority Machine Gun loaded with Authority AV2x Rounds.

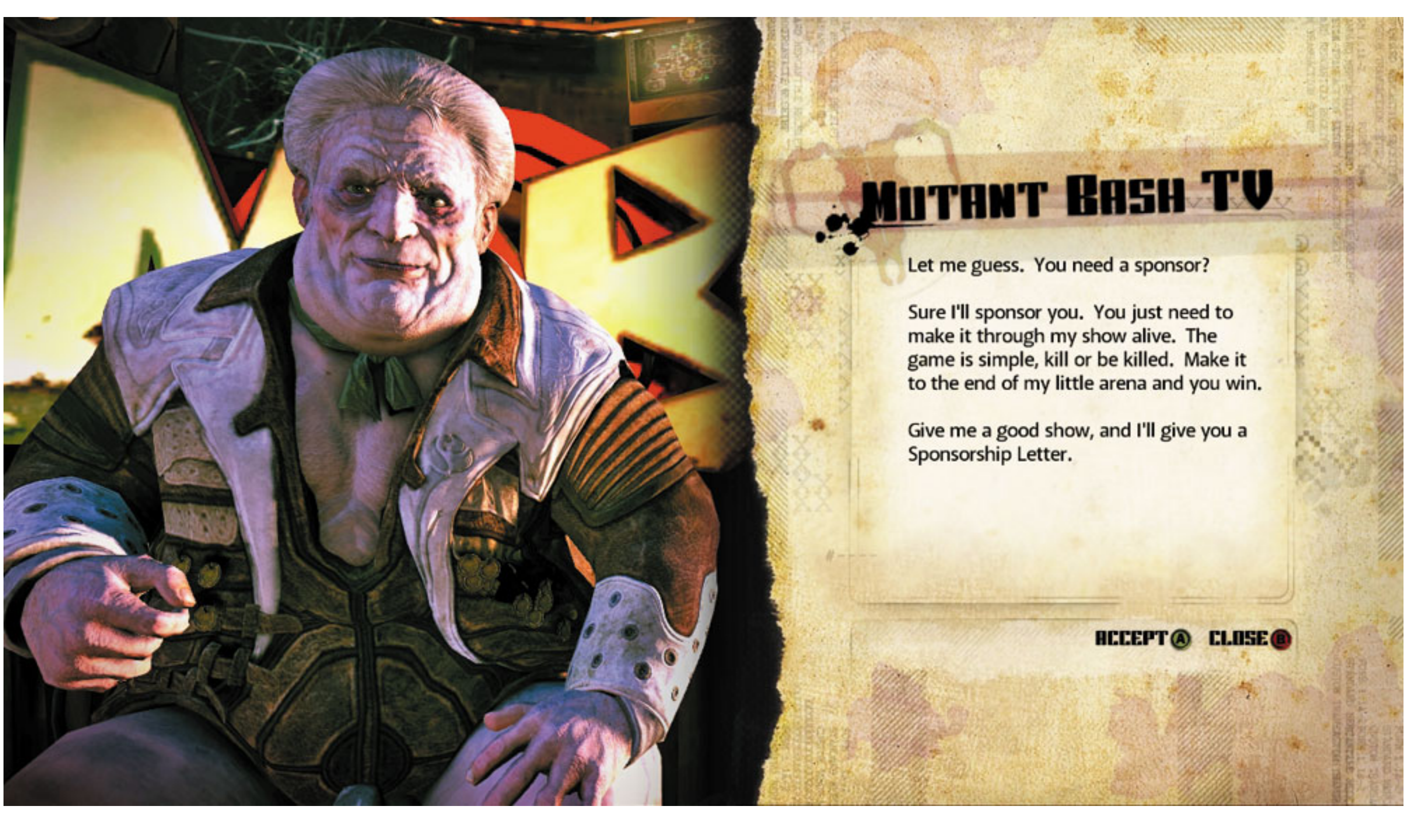
Enter the Gearhead Vault via the CCRA Management Office and creep through the parking garage on your way to the bank. The first mobile generator is located in the parking garage, guarded by a couple of enforcers and a turret. Mow down the enforcers and then toss an EMP Grenade at the generator to power down the turret—one down, two to go. The Authority Pulse Cannon has no problem ripping through enforcers, including those armed with energy shields. Attack aggressively and seek out the next mobile generator located on the right side of the bank lobby. Grab the Gearhead Shotgun collector card here if you missed it earlier. Knocking out the second generator with an EMP Grenade deactivates an energy barrier, allowing you to pass through the nearby hall to reach the vault area. Eliminate the enforcers posted near the large staircase and look for the Gearhead Jet collector card in a dusty office at the top of the steps. The vault is now off limits, but continue advancing through the bank until you find the third and final mobile generator in the offices on the first floor. Toss an EMP Grenade at the generator and then gun down the enforcer guarding it to wrap up the job. There is no cash payment for this job, so be sure to loot every enforcer body to help compensate for your expenses.

Mr. Oddjob

Complete any five of the posted jobs from the job boards to unlock the Mr. Oddjob achievement/trophy. The five jobs must be completed within a single playthrough of the campaign.

Back to Top

JK Stiles



MUTANT BASH TV

Let me guess. You need a sponsor?

Sure I'll sponsor you. You just need to make it through my show alive. The game is simple, kill or be killed. Make it to the end of my little arena and you win.

Give me a good show, and I'll give you a Sponsorship Letter.

Objective: Survive the next episode of Mutant Bash TV.

You ready to star in another episode?

It's the same game as the first, only it's a little more challenging. But for a contestant like you, no problem. So how about it, you ready for the next episode?

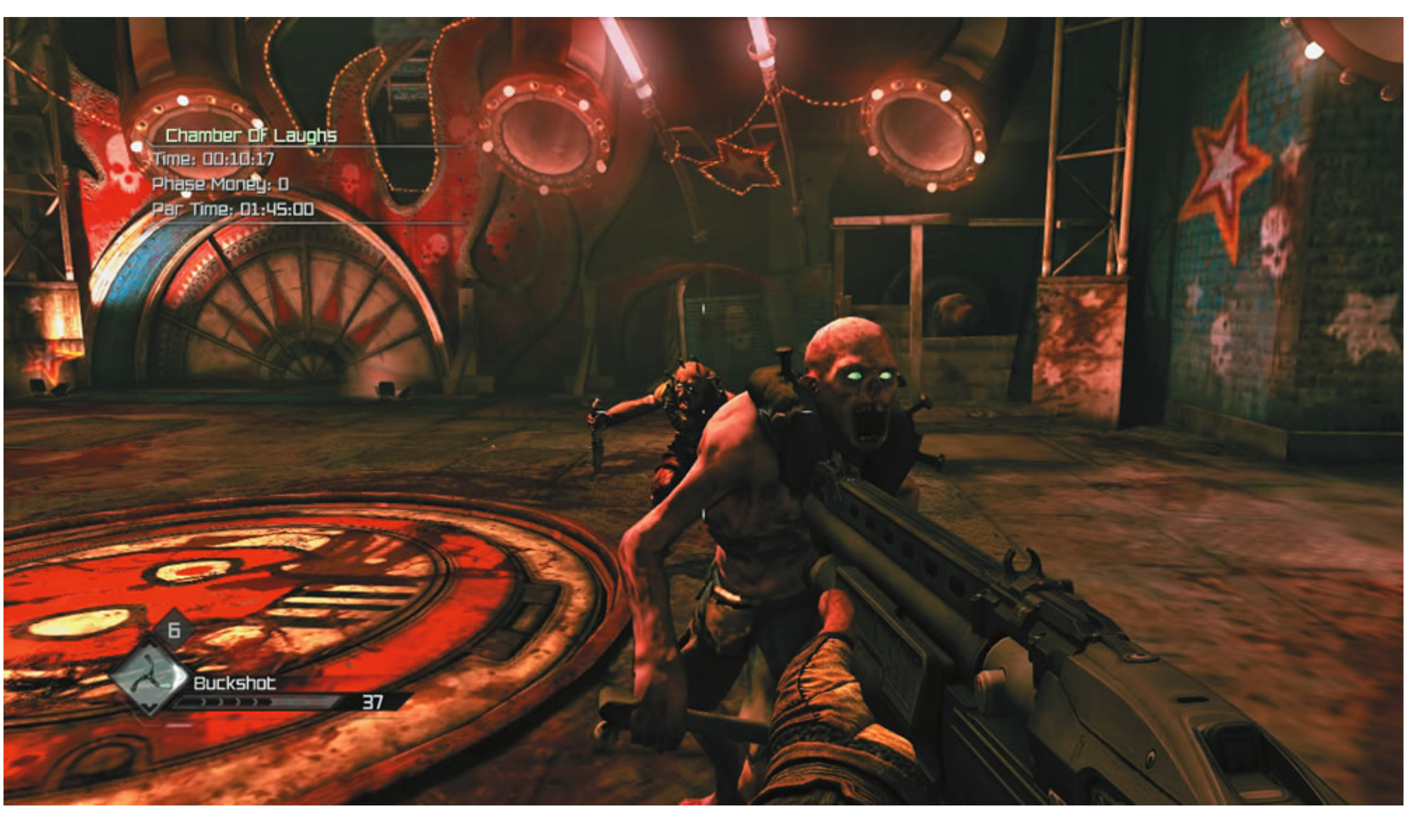
If you survive, I've got big money prizes for you.

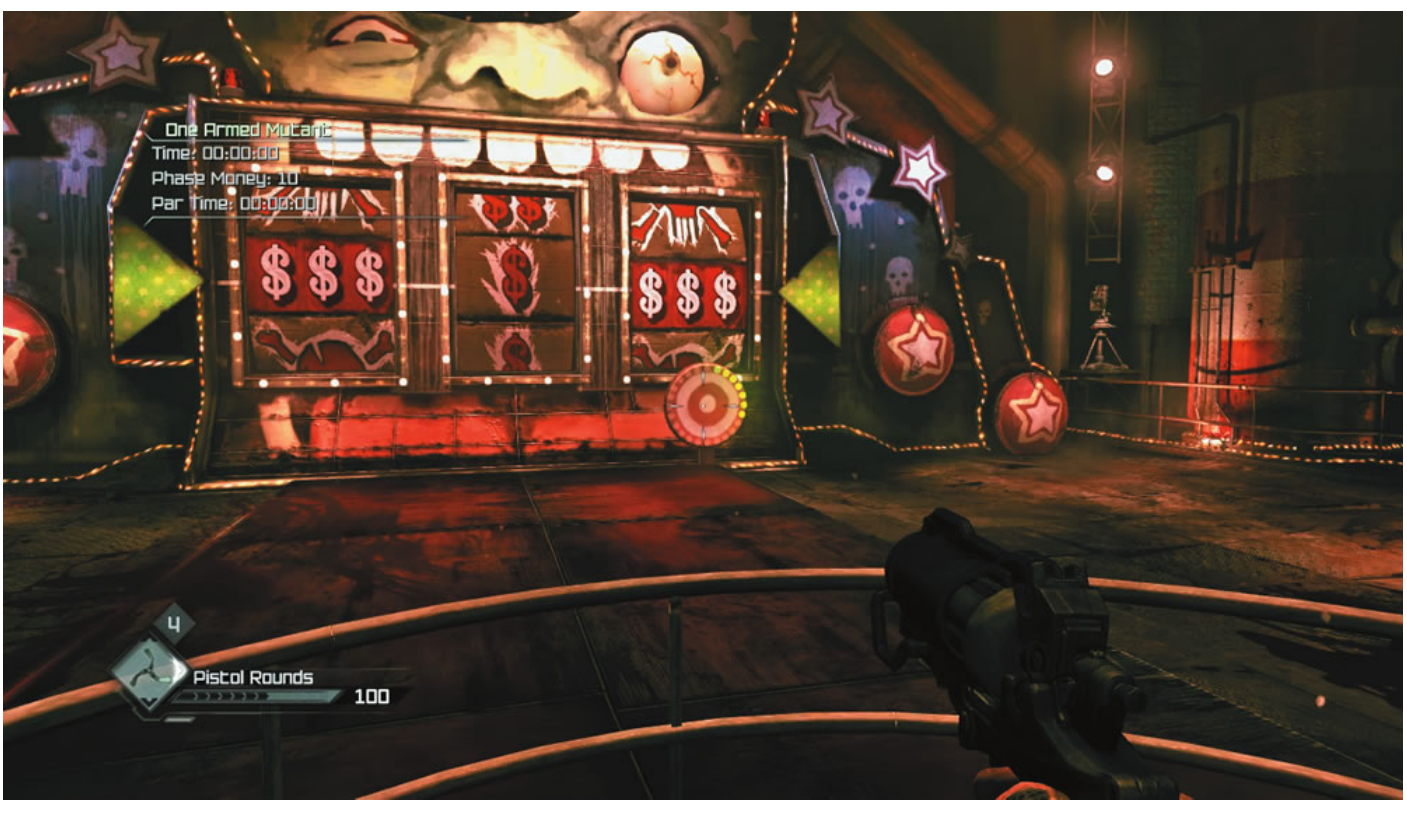
Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Dollars	TBD*

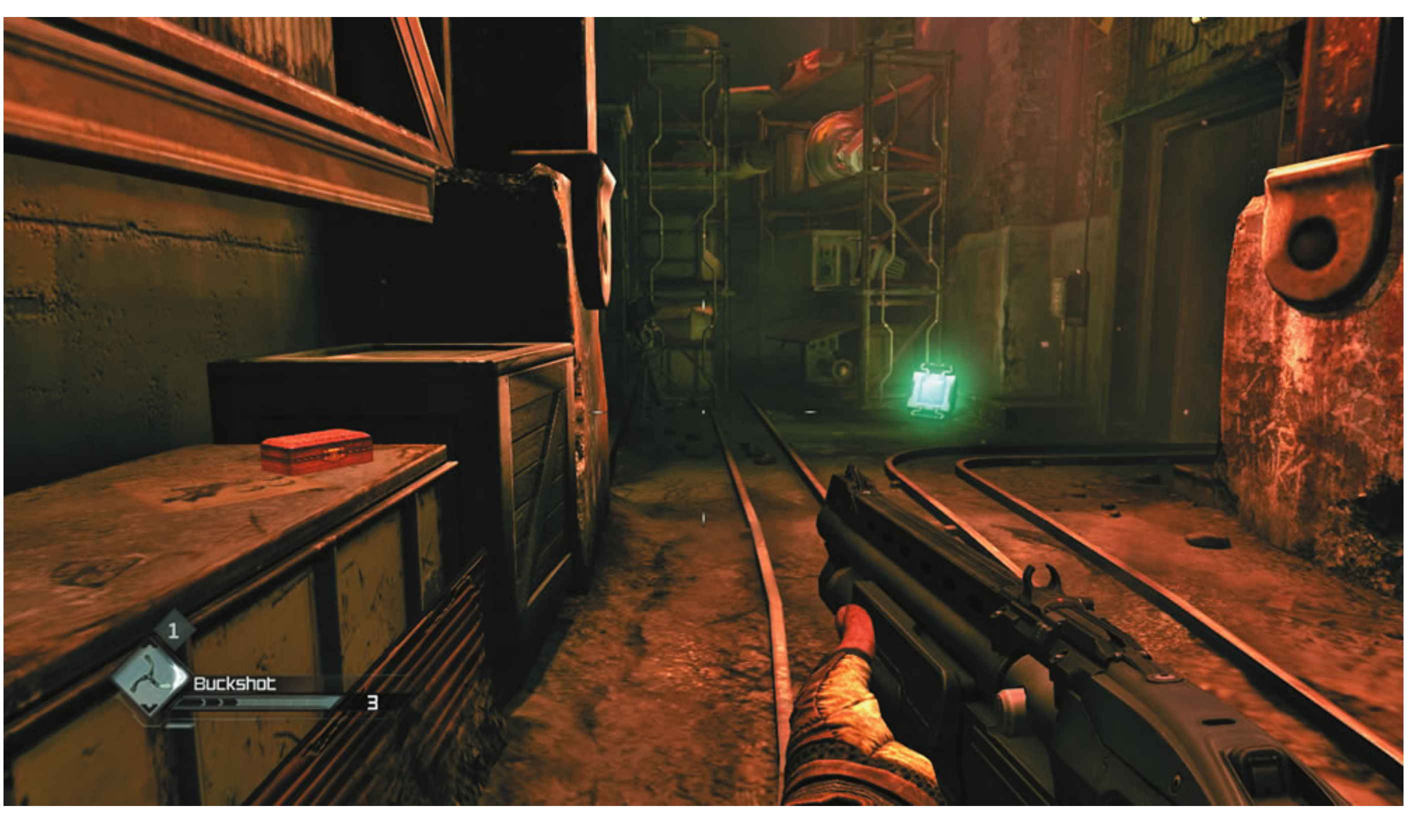
* = cash payout determined by performance





Mutant Bash TV is the single best way to earn big money. After receiving your sponsorship from JK Stiles, you can return to the Mutant Bash studio at any time to play another round of this action-packed game show. The layout and gameplay is the same as before, despite JK's warning that the new episode is more challenging. No matter how experienced you are, always go into the studio well-prepared, bringing at least 60 rounds of Buckshot for your Combat Shotgun and half a dozen Wingsticks.

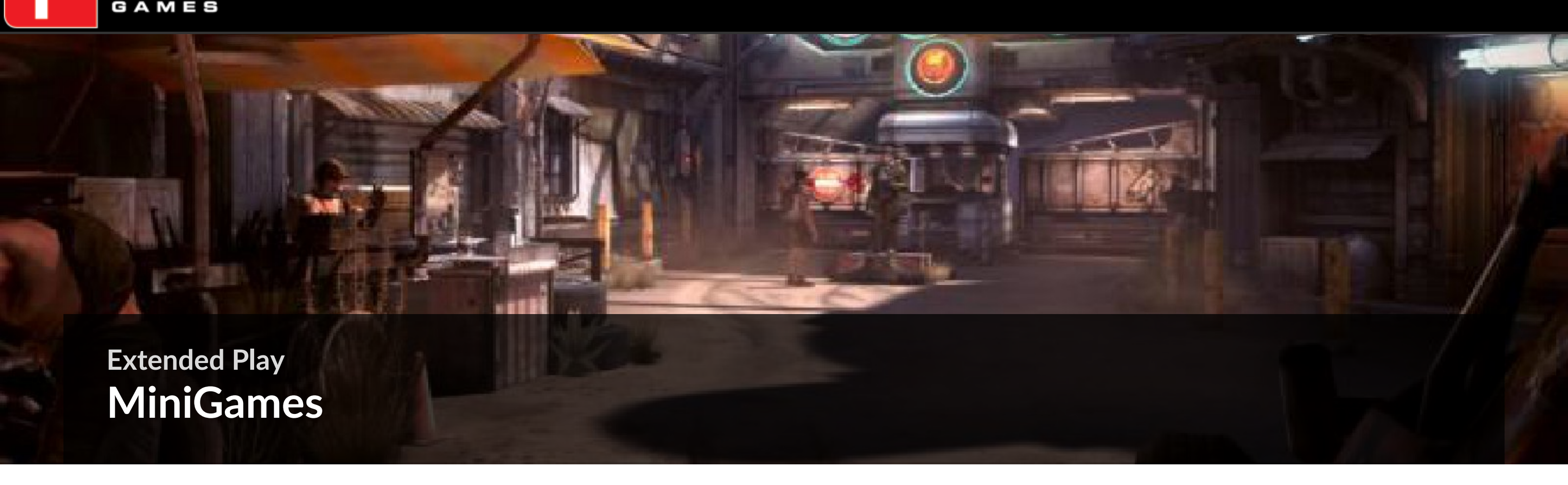
The key to making big money in Mutant Bash TV is by killing the mutants as fast as possible while maintaining high accuracy—you're awarded money based on time and accuracy. The Combat Shotgun is the perfect weapon for ensuring high accuracy. Not only is one blast of Buckshot enough to kill a mutant, it's hard to miss. Still, wait until a mutant is directly in front of you before pulling the trigger. If you want to take out more distant mutants, rely on your Wingsticks. When you reach the bonus round in the third arena, use your Settler Pistol to carefully shoot the target below the slot machine-like prop. Shoot the target to make the wheel above stop. Line up as many dollar sign icons as possible across the three wheels. With each successful round, the wheels spin faster and faster. This part of the game isn't timed, so keep your cool and study the spinning wheels before shooting the target. If you make the wheel stop on a mutant icon, the bonus round is over and you get nothing. But if you get through the bonus round without hitting a mutant icon, you're paid $1 for every dollar sign that stops on the line. In addition, you get a $9 bonus for matching "$$$" on all three wheels. Following the bonus round, continue blasting mutants. At the end of the fourth arena you don't have to kill a tentacle mutant, so proceed to the stage to get paid. If you want to play Mutant Bash TV again, exit the studio and reenter to ask JK Stiles for another go.



After exiting the fourth and final arena, look for the Scoop Mutant collector card sitting on a crate on the left side of the hall.

Bringin' Home the Bacon

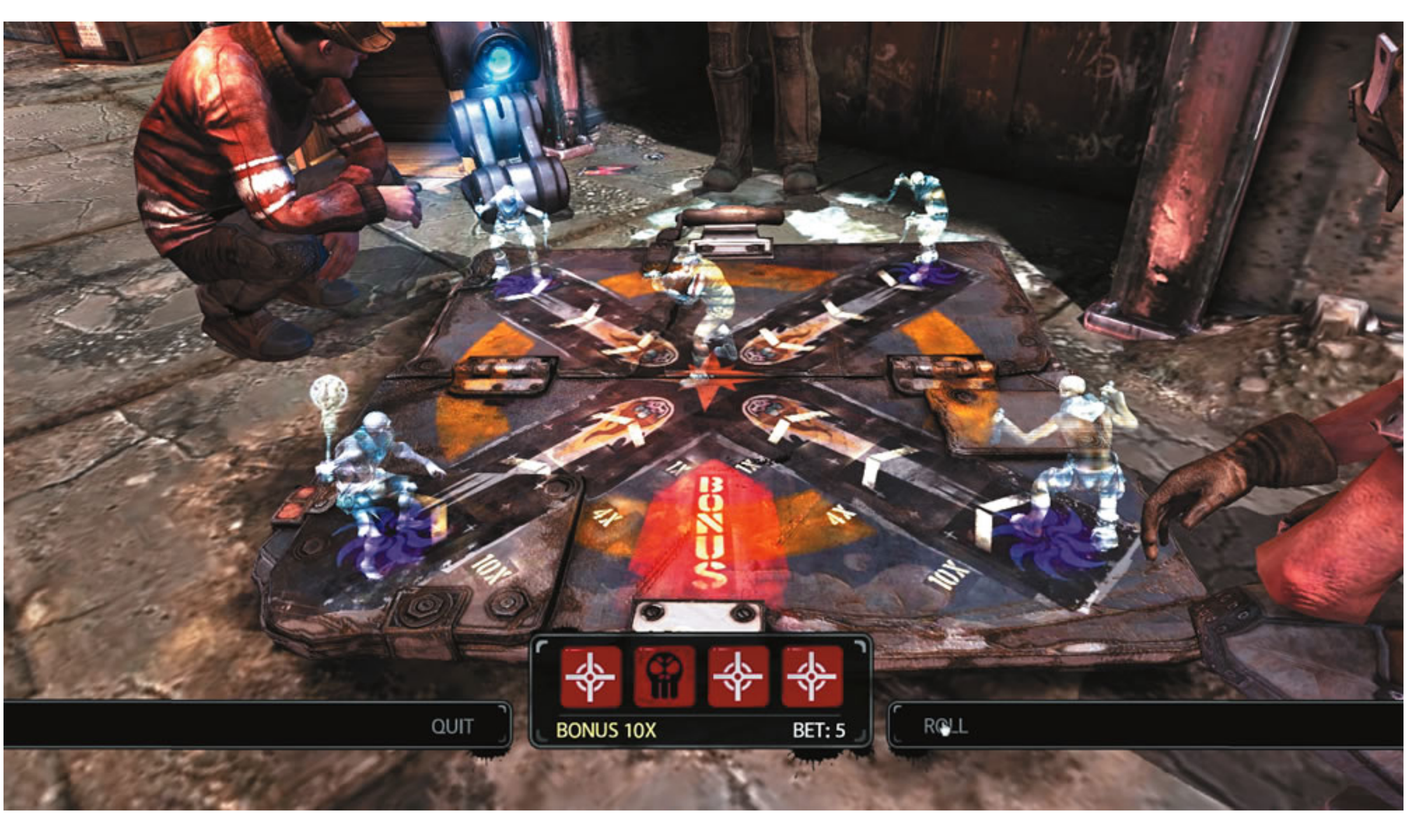
To unlock this achievement/trophy you must earn $750 in a single episode of Mutant Bash TV. The key to earning this one lies in maximizing all the money you can get out of the bonus round. Beyond that, strive for high accuracy while eliminating the mutants in record time. To really earn fast money, shoot the three lights on the wall in Shipwreck Cove (in sequence from right to left) to activate the Dopefish mini-game. Shoot the Dopefish every time he appears for $200 each time. That brings you to a total of $600 fast!



Tombstones

Game Locations:

- Wellspring: Next to Coffer's shop
- Subway Town: Near Sparky's Auto Parts



Tombstones is a basic dice game played on a holographic game board. At the center of the board is a sheriff surrounded by four mutants. There are three rounds to each game. At the start of each round, four dice are rolled. For every die that shows a white crosshairs icon, a mutant is shot by the sheriff. If the rolled die shows a black skull icon, no mutants are shot by the sheriff for that die. At the end of each round, the surviving mutants take a step closer to the sheriff. If any mutants remain standing at the end of the third round, the game is lost and the sheriff is overcome by his attackers.

You can wager anywhere from $5 to $25 per game, within $5 increments. To make things more interesting, multipliers are applied if you manage to take out all the mutants in the first or second rounds. If you roll four crosshairs in the first round, a 10X multiplier is applied to your wager, allowing you to score as much as $250 in a single game. If you kill all the mutants by the second round, a 4X multiplier is applied to your wager. A 1X multiplier is applied in the third round, so if you win, you simply walk away with amount you initially wagered. You won't win or lose a lot of money playing Tombstones, but it can be an addictive distraction. Just remember, this is not a game of skill—it's purely a game of chance. Your fortunes are won and lost based on the roll of the dice.

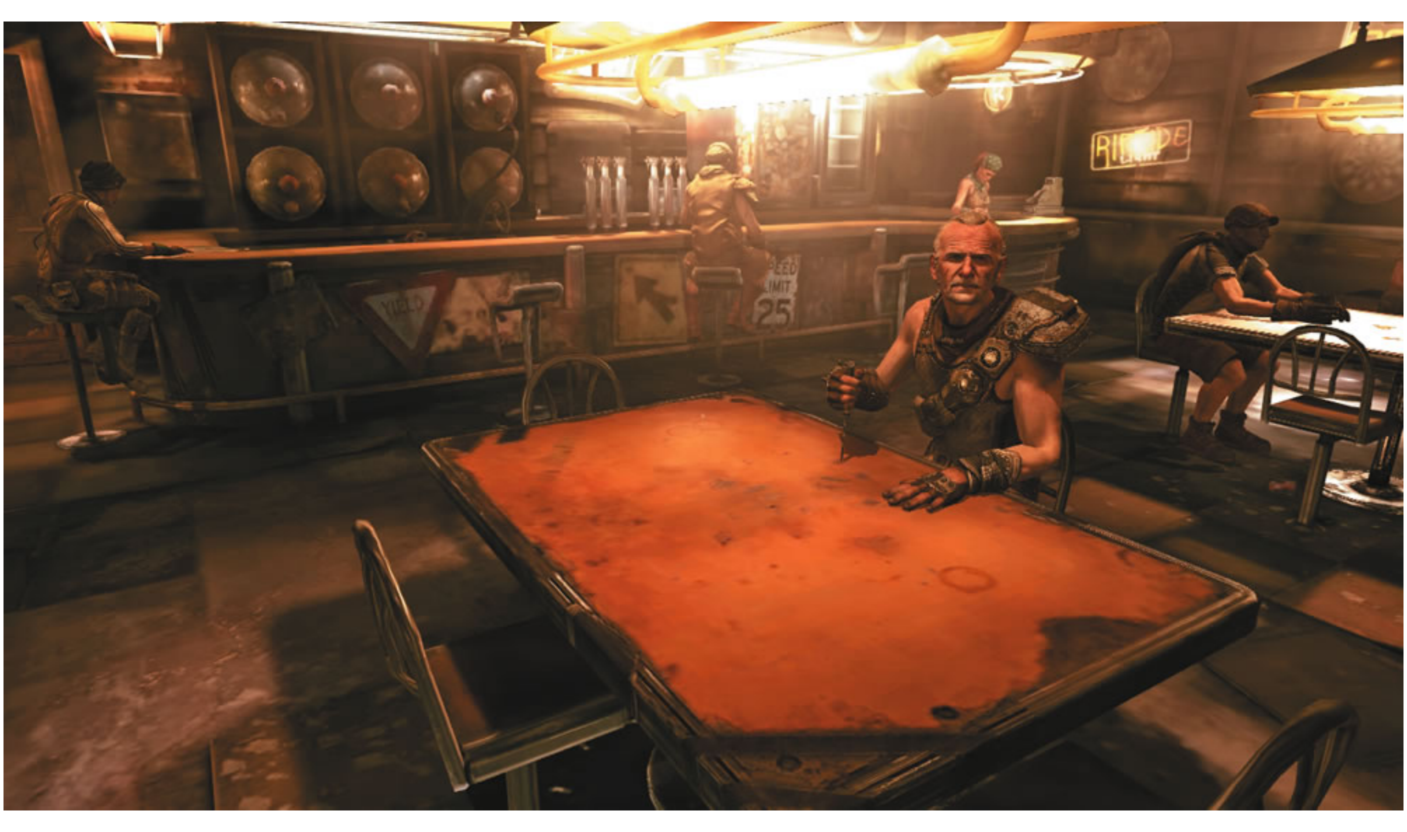
JACKPOT!

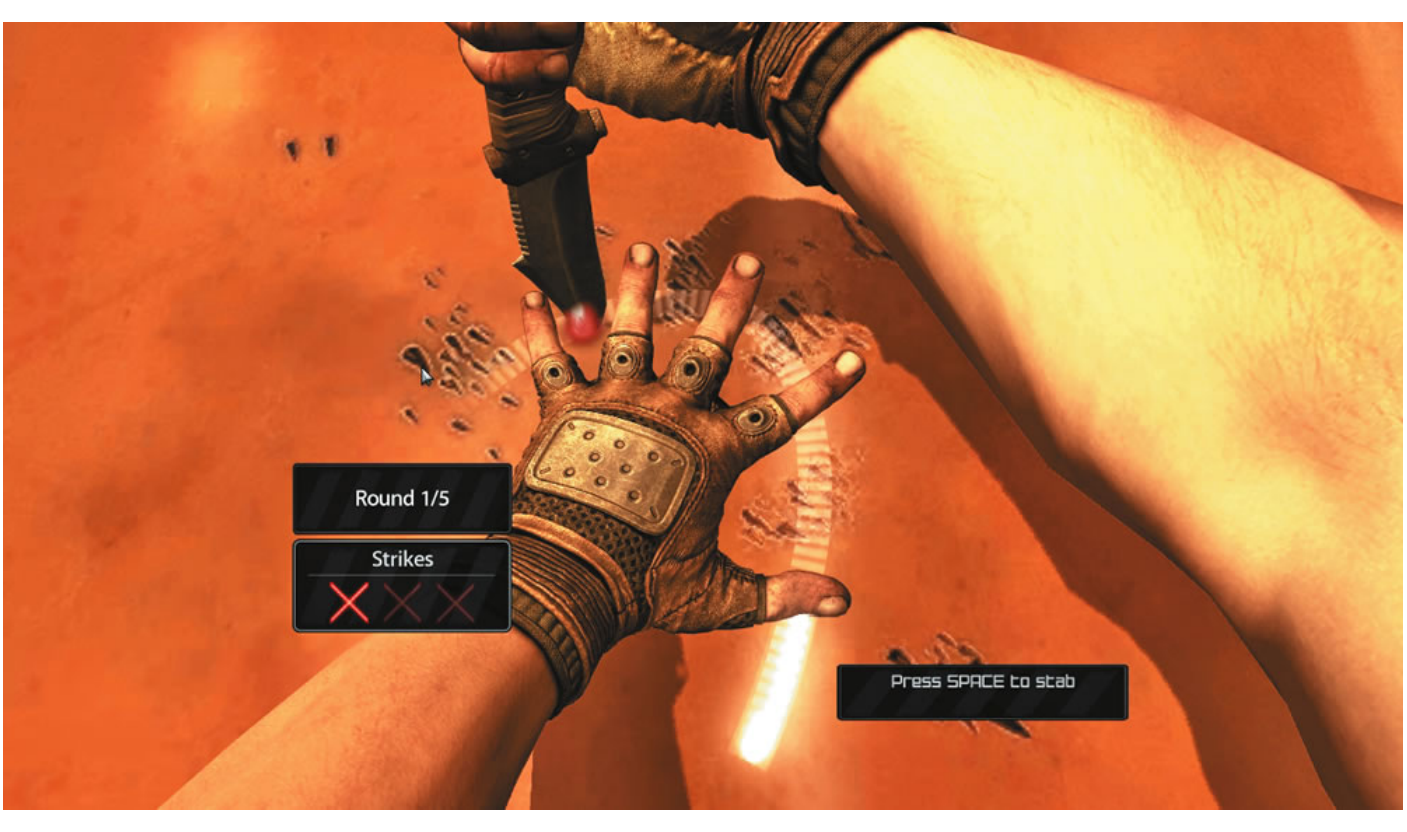
If you manage to roll four crosshairs in the first round of Tombstones, you unlock the JACKPOT! achievement/trophy.

5 Finger Filet

Game Locations:

- Wellspring: Abbott in the Second Chance Bar
- Subway Town: Abbott in the Fez Bar





If you're looking for a game of skill, then 5 Finger Filet might be the game for you. Here you place your hand on a table, palm down, with your fingers spread out while stabbing the area in between your fingers with a sharp knife. The areas you must hit are highlighted on the table as the knife automatically pans over your hand—press the button shown on screen to stab the table at the right time as the knife hovers over the target area. Quick reflexes and pattern recognition are a must if you hope to walk away without a bloody hand.

There are five rounds in all, and you get three chances to complete each round. Any time you stab your finger, a strike is added against you. If you get three strikes, you're out, and Abbott takes your money. You start out by wagering $5 in the first round. If you pass the first round, you can choose to walk away with your money or let it ride for a double-or-nothing second round. The same proposition stands as you successfully complete each round. You can win $10 in the second round, $20 in the third round, $40 in the fourth round, and $80 in the fifth round, but don't get greedy. As you progress, the rounds become more difficult. The patterns in the first four rounds are preset. If you play this game frequently, you can easily memorize the patterns and walk away with a decent profit. However, the pattern in the fifth round is always random. If you really need the money, it's most prudent to walk away after the fourth round, because there's a good chance you'll lose it all in the fifth.

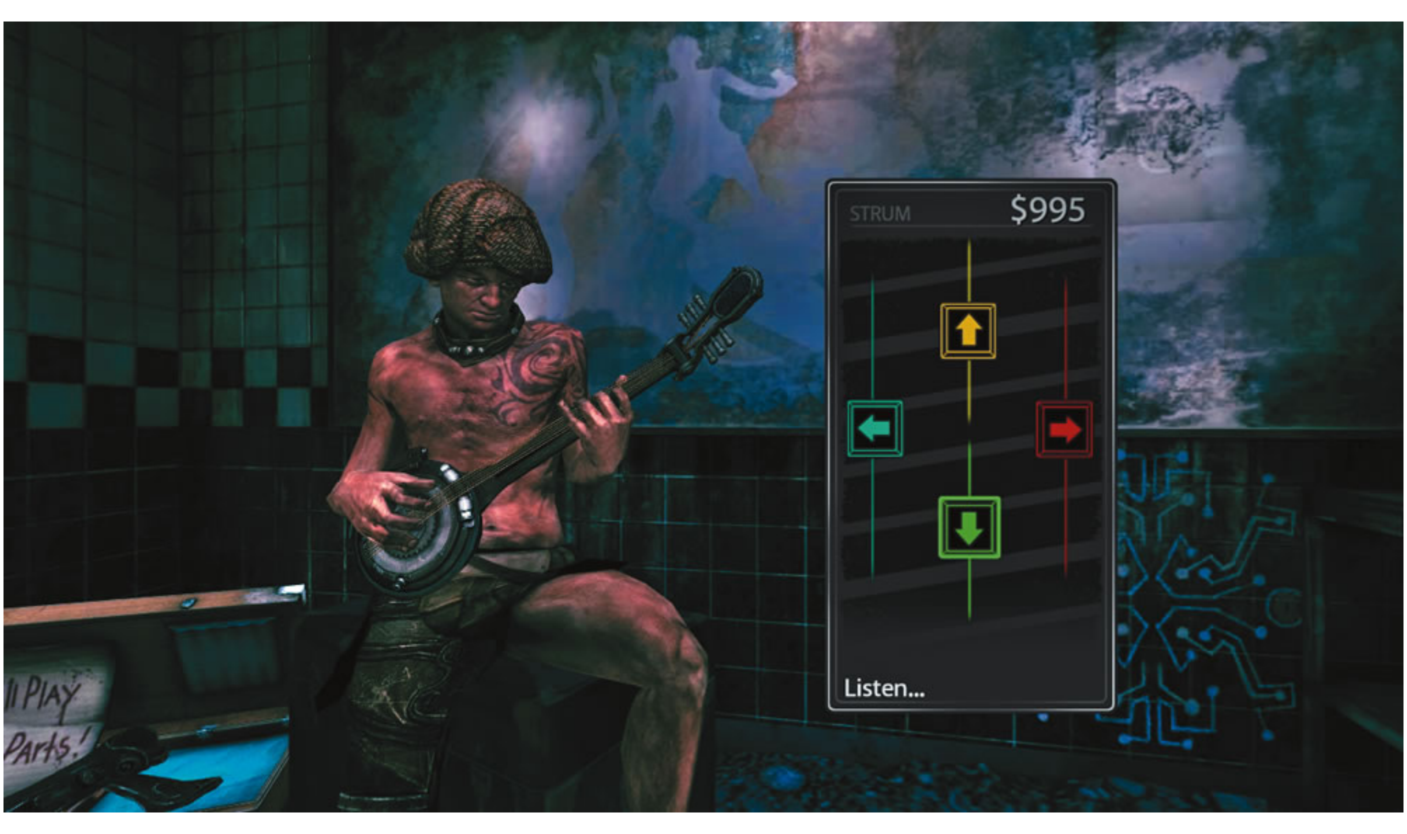
Just a Flesh Wound

Complete the fifth round of 5 Finger Filet to earn this achievement/trophy. Remember, the fifth round is totally random, so be ready for anything.

Strum

Game Location:

- Subway Town: Top floor near the CCRA Management Office

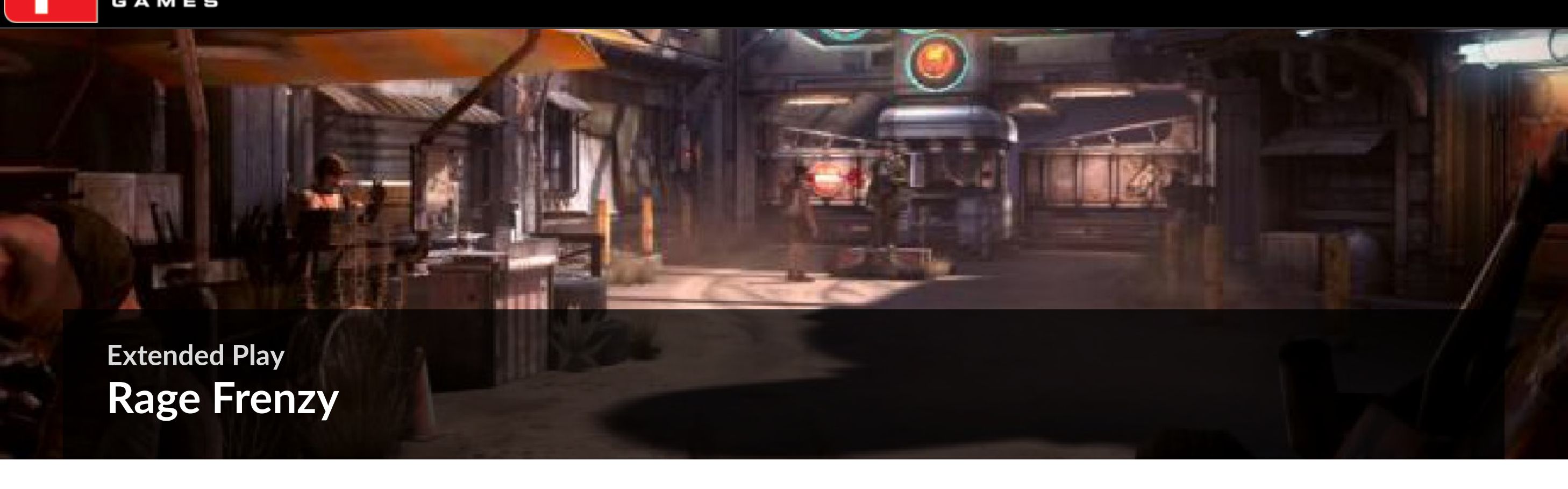


Feeling musically inclined? Then visit the banjo player on the top floor of Subway Town for a game of Strum. In this game you must memorize and play the same notes as the banjo player to advance. There are four strings on the banjo, each represented by a different color and button. Listen and watch carefully at the start to learn the first few notes. Then, when prompted, play them back by pressing the buttons in the correct order. In addition to memorizing the buttons to press, listen carefully to the tune. Each button is associated with a different sounding string. If you can memorize the tune and are familiar with the sound each string makes, you'll have a much easier time with this game.

Unlike 5 Finger Filet, there is no margin for error—one wrong note and you lose. There are a total of five rounds requiring you to add more notes to the same tune. Once you have the first section figured out, in the second round you must replay the first section as well as a series of new notes. The length and complexity of the tune builds over the rounds, however you can cash out at the end of each successful round. The buy-in for a game of Strum costs $5, and you can let your money ride from one round to the next. But if you choose to continue and play an incorrect note, you lose everything you've earned.

Deliverance

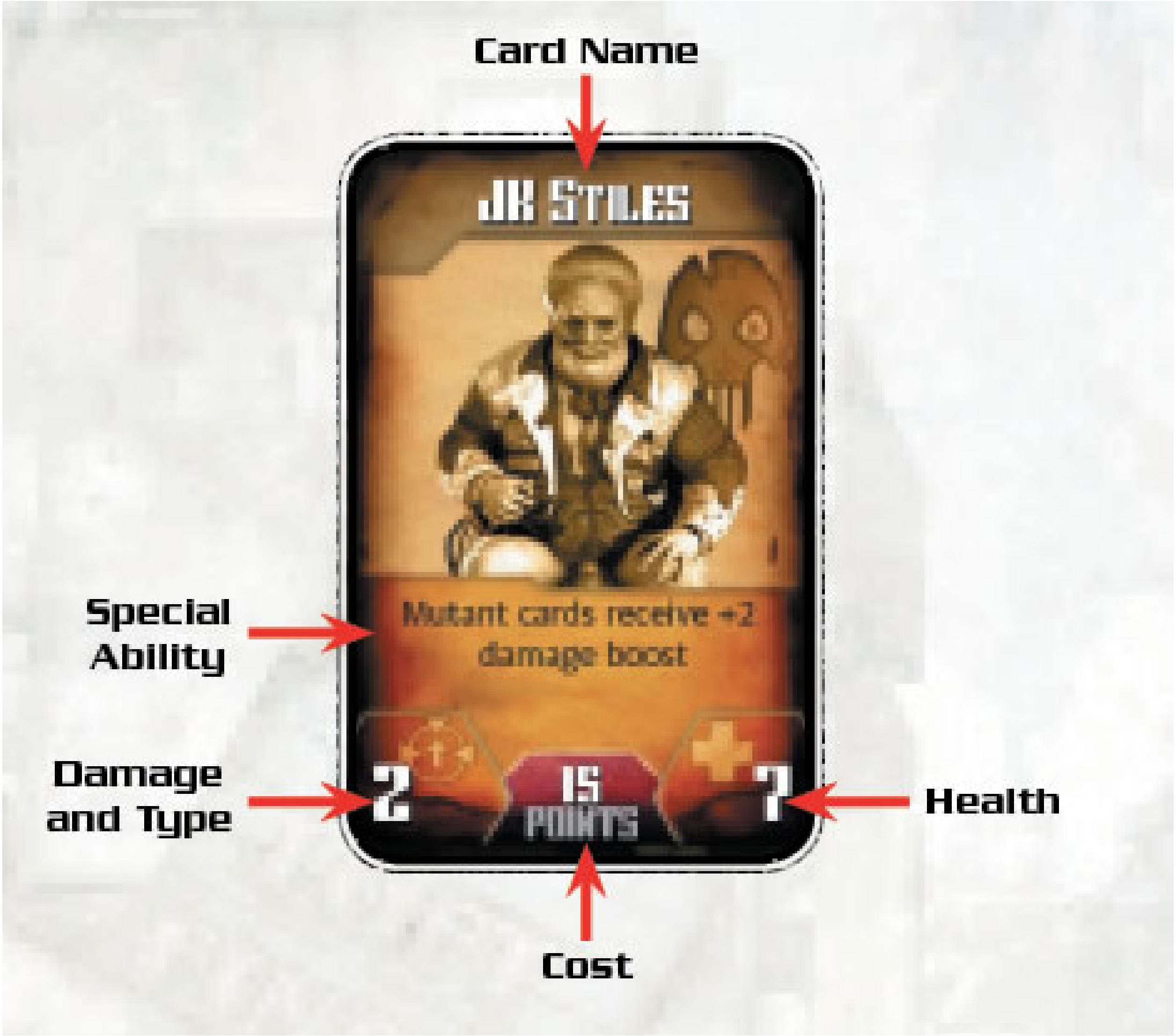
Complete the fifth and final round of Strum to unlock the Deliverance achievement/trophy.



Extended Play

Rage Frenzy

Card Overview

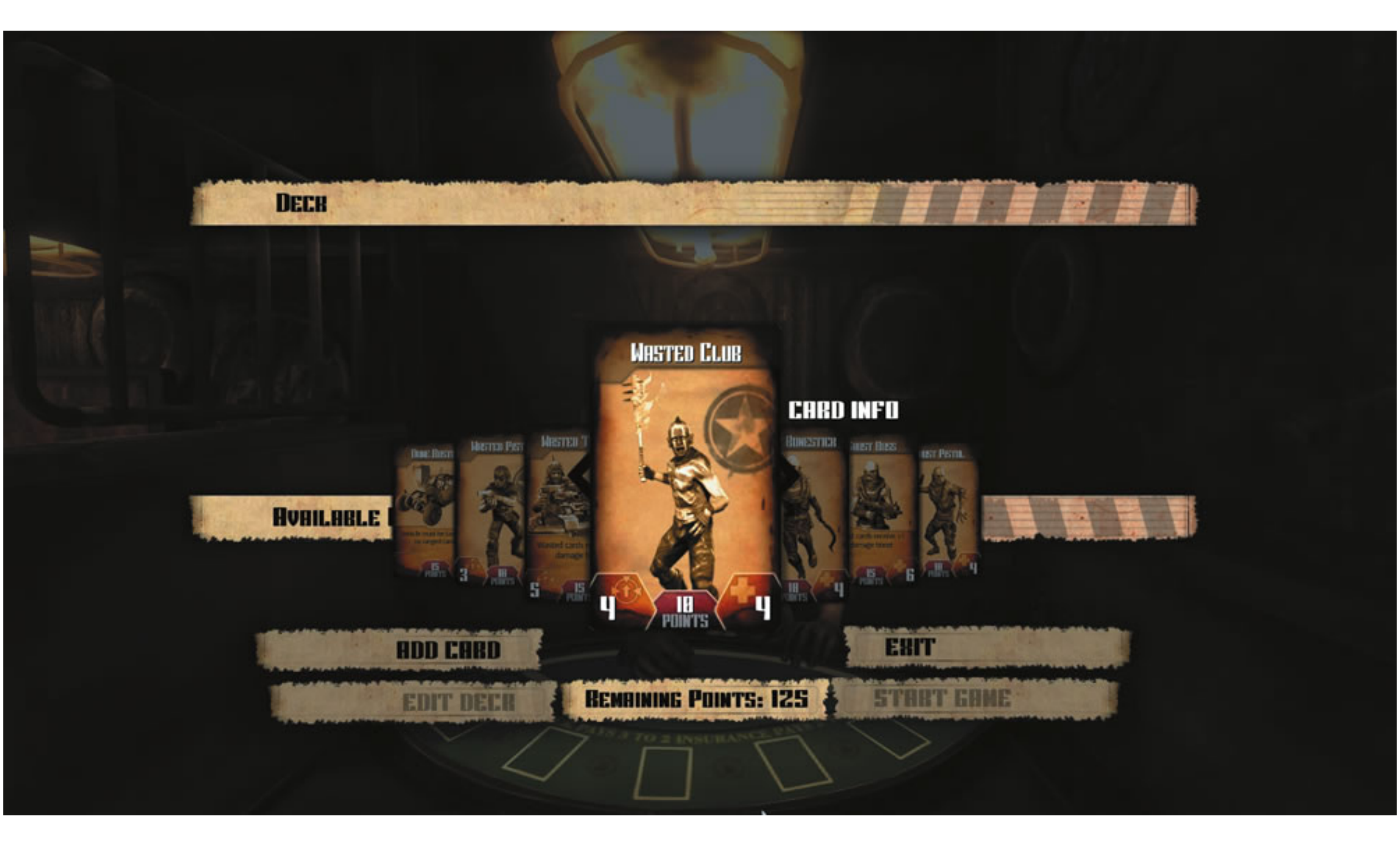

Card Name
JK Stiles
Special Ability
Mutant cards receive +2 damage boost
Damage and Type
2
15 POINTS
7
Health
Cost

Game Costs and Point Caps

Difficulty	Hendrick Cost	Teague Cost	Points
Easy	$25	$75	75
Normal	$55	$150	125
Hard	$125	$225	250

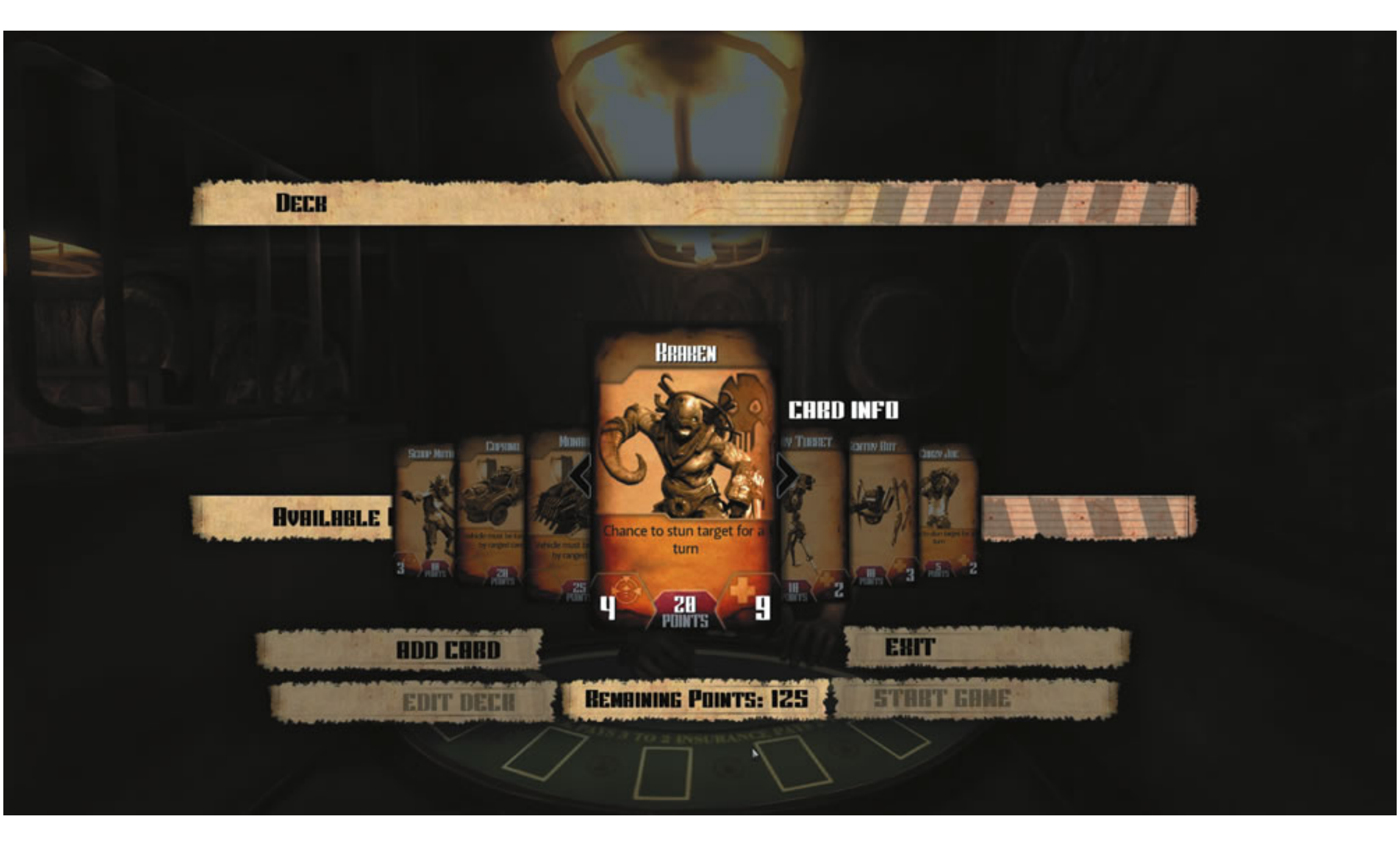
Depending on the difficulty level you choose, you will be provided with a different amount of points, which you can spend on building a deck, as seen in the table above. Each card has a cost associated with it, located on the bottom of the card. The weakest cards cost 5 points and the most powerful cards cost 50 points. Use your available points to construct a deck of 12 or fewer cards. Cards also have a damage value and a health value. In combat, the damage value determines how much damage a card does while the health value determines how much damage a card can take before it's killed. When a card's health is reduced to zero, the card is removed from play. Several cards also possess special abilities that may enhance or stun other cards on the table. Spend your points wisely when building a deck and try to find the best combination of offense and defense to build the strongest deck possible. Destroy all your opponent's cards to win, or tie to break even. There are five different types of cards: melee, ranged, healers, explosive, and vehicles.

Melee Cards


DECK
WASTED CLUB
CARD INFO
AVAILABLE
4
10 POINTS
4
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Melee cards can only attack cards directly across from themselves. If there are no cards to attack, they have the option to take cover, reducing incoming damage by 50%. Cards in cover are shown with a transparent shield overlay. While they lack the targeting versatility of ranged cards, melee cards should always make up a fair portion of your deck. Their ability to dish out and absorb damage plays a large part in any victory. Plus, their attacks aren't restricted when your opponent plays a vehicle card.

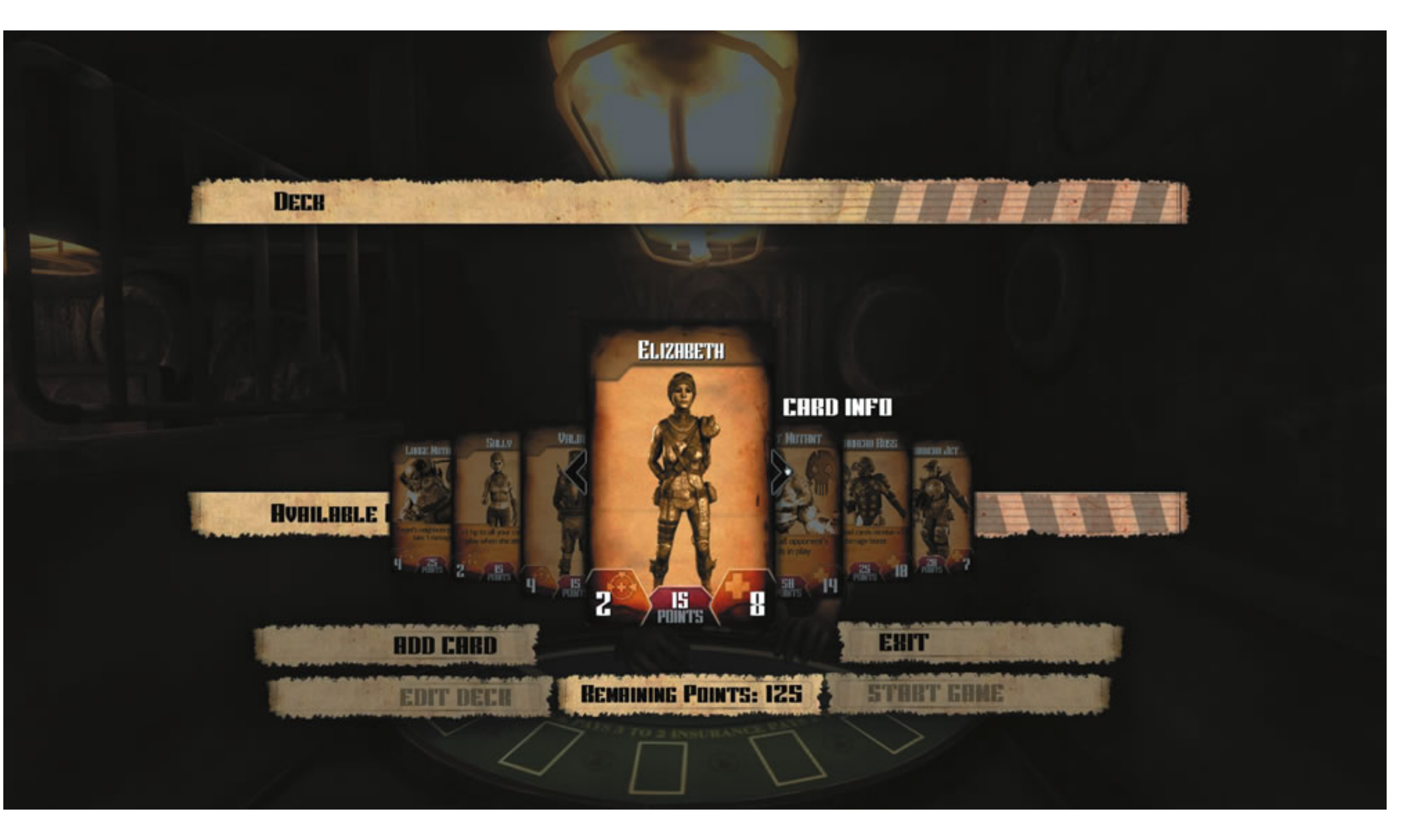
Ranged Cards


DECK
KRAKEN
CARD INFO
AVAILABLE
Chance to stun target for a turn
4
20 POINTS
9
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Ranged cards have the ability to choose their targets, allowing them to remove cards that may pose a threat. However, when a vehicle card is in play, it must target and destroy the vehicle before being able to select any target again. Being able to choose targets makes ranged cards very versatile, especially if you're trying to take out one of your opponent's powerful cards. Your ranged cards can effectively gang up on one card to take it out quickly, assuming no vehicles are in play. Since ranged cards can attack every turn, they can't take cover.

When choosing targets for their ranged cards, your AI opponent will always attack the card with the lowest health on your side of the table. The only exception is if you've played a vehicle card. At that point, the ranged card must attack the vehicle.

Healer Cards

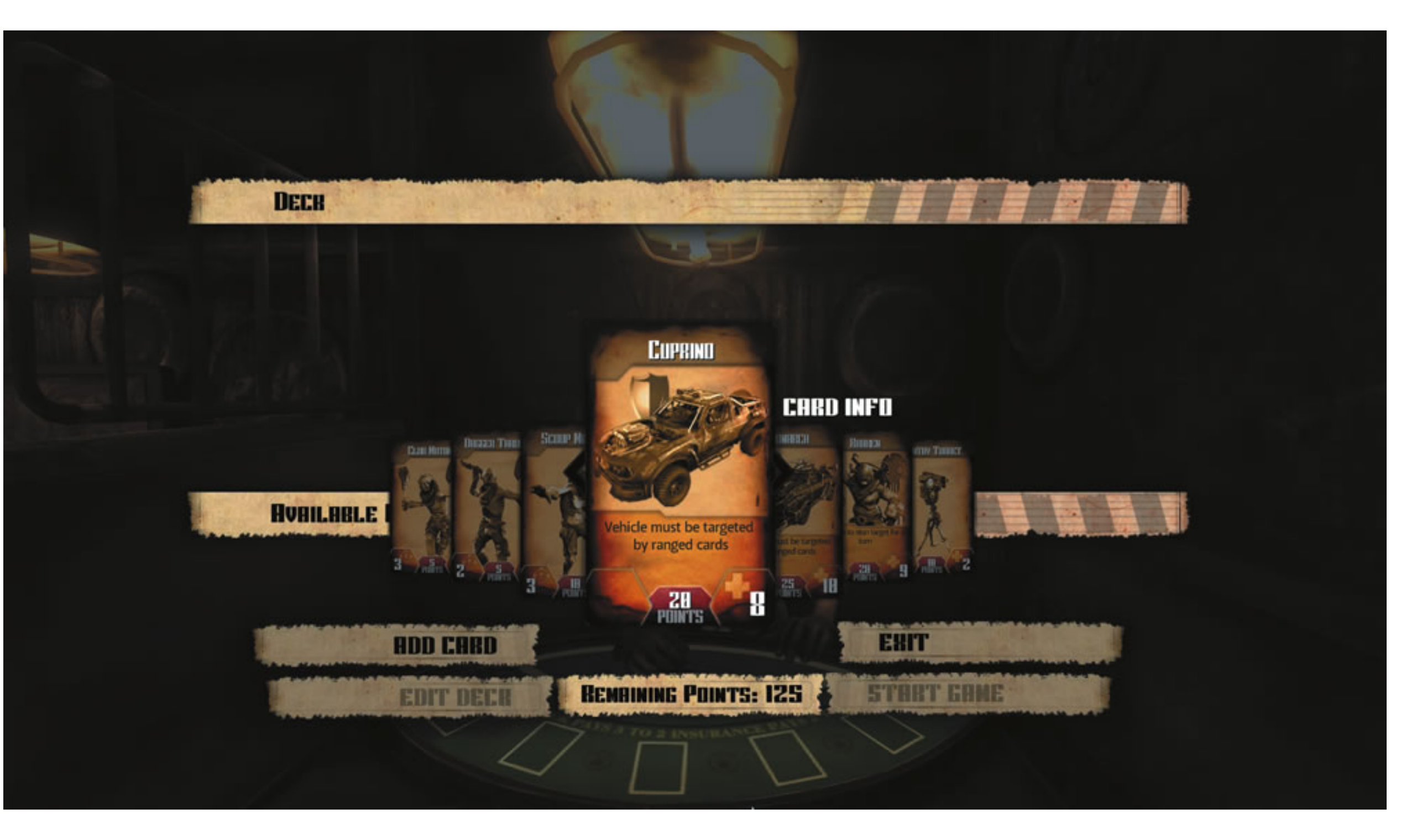

DECK
ELIZABETH
CARD INFO
AVAILABLE
2
15 POINTS
8
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Healer cards can select a damaged card to restore hit points to or they can choose to take cover. Healers cannot heal themselves or other healing cards. Before loading your deck with heal cards, realize that healers cannot attack either. The damage value on each heal card represents how many hit points it restores to a card when healing. If all your cards are healthy, the healer can only take cover. As you can see, healer cards are very specialized and can play a big role in certain situations, but you probably never need more than one healer card in your deck.

Explosive Cards

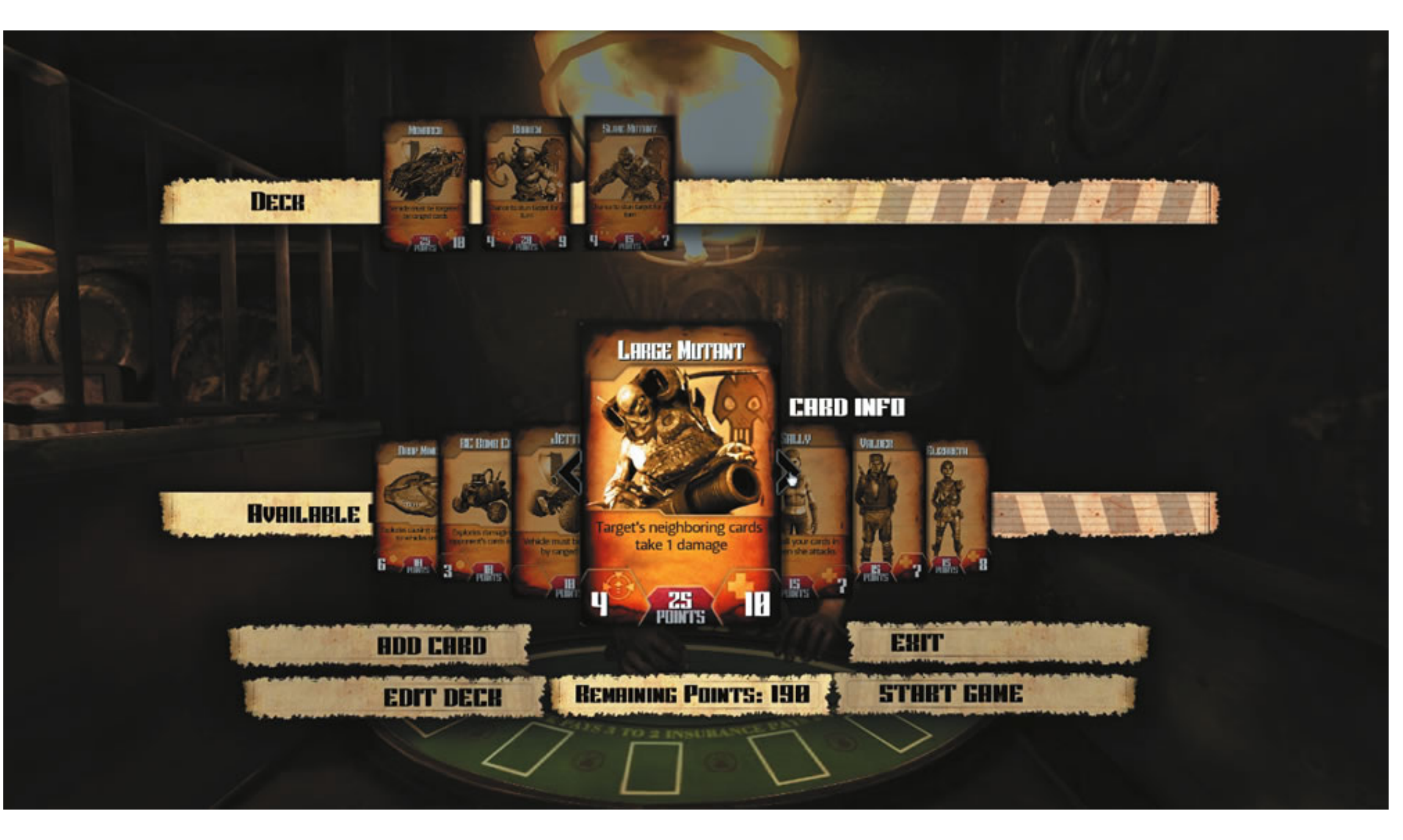
Explosive cards damage all opponent cards when they enter the play area. They destroy themselves in the process, however, and do not stay in your hand. The effectiveness of explosive cards is largely determined by when they're played—a factor determined purely by chance. If an explosive card is the first card drawn, it's a total waste, maybe injuring one or none of your opponent's cards. However, these cards can be extremely effective if drawn when your opponent's side of the table is filled with cards. Still, once they explode, they're gone. They can't stick around to attack or absorb damage. Limit yourself to one explosive card per deck.

Vehicle Cards


DECK
COPRINO
CARD INFO
AVAILABLE
Vehicle must be targeted by ranged cards
20 POINTS
8
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

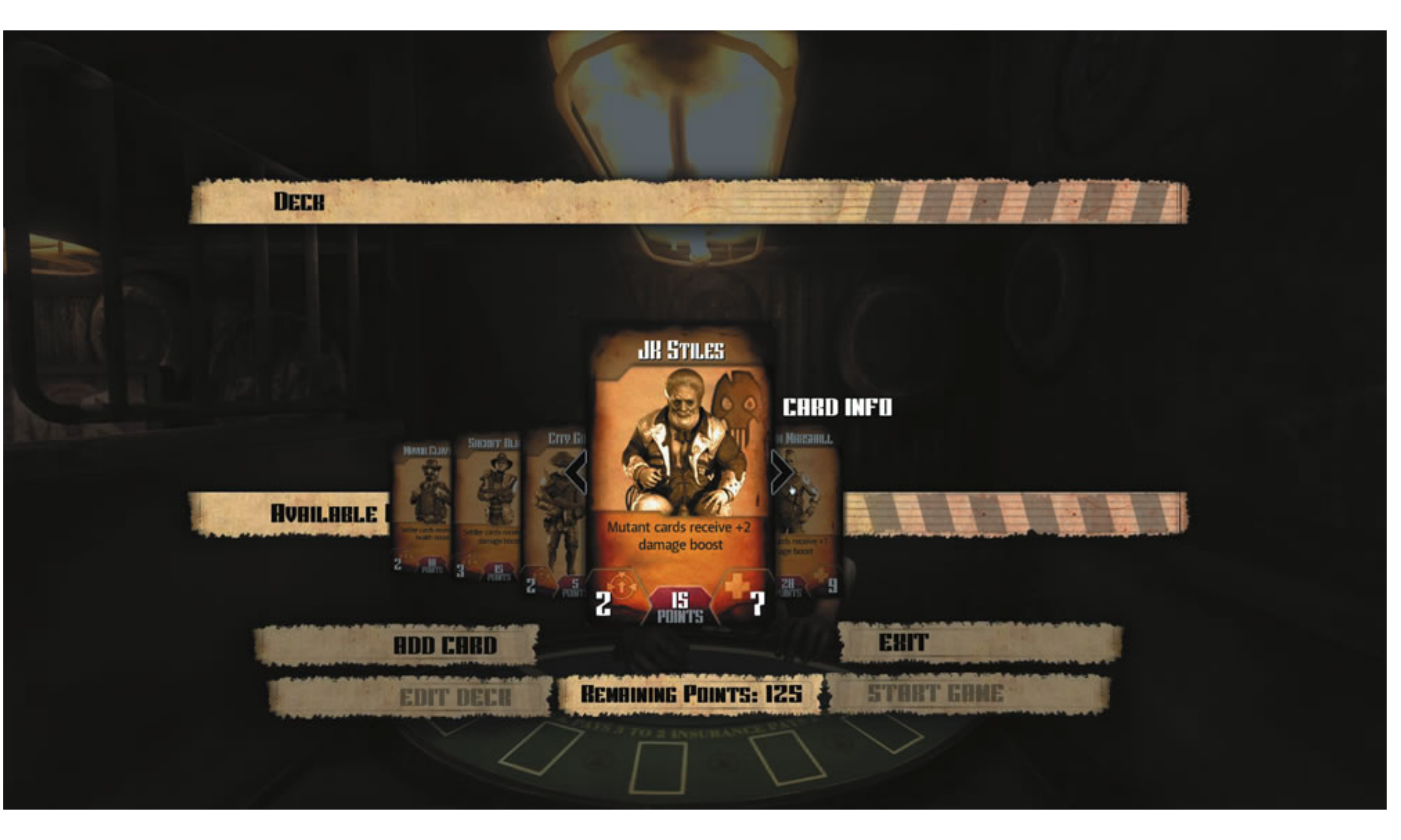
Vehicle cards are only capable of taking cover, making them a strong defensive card. Since vehicle cards can only take cover, all incoming damage is always reduced by 50%. When a vehicle is in play, any ranged cards must target the vehicle and destroy it before targeting other cards. Think of vehicles as a ranged magnet, absorbing all ranged attacks. This is a great way to prevent your other cards from taking damage. Like healers, vehicles have no offense, so you probably only want one or two vehicle cards per deck.

Building a Deck


DECK
LARGE MUTANT
CARD INFO
AVAILABLE
Target's neighboring cards take 1 damage
4
25 POINTS
18
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 198
START GAME

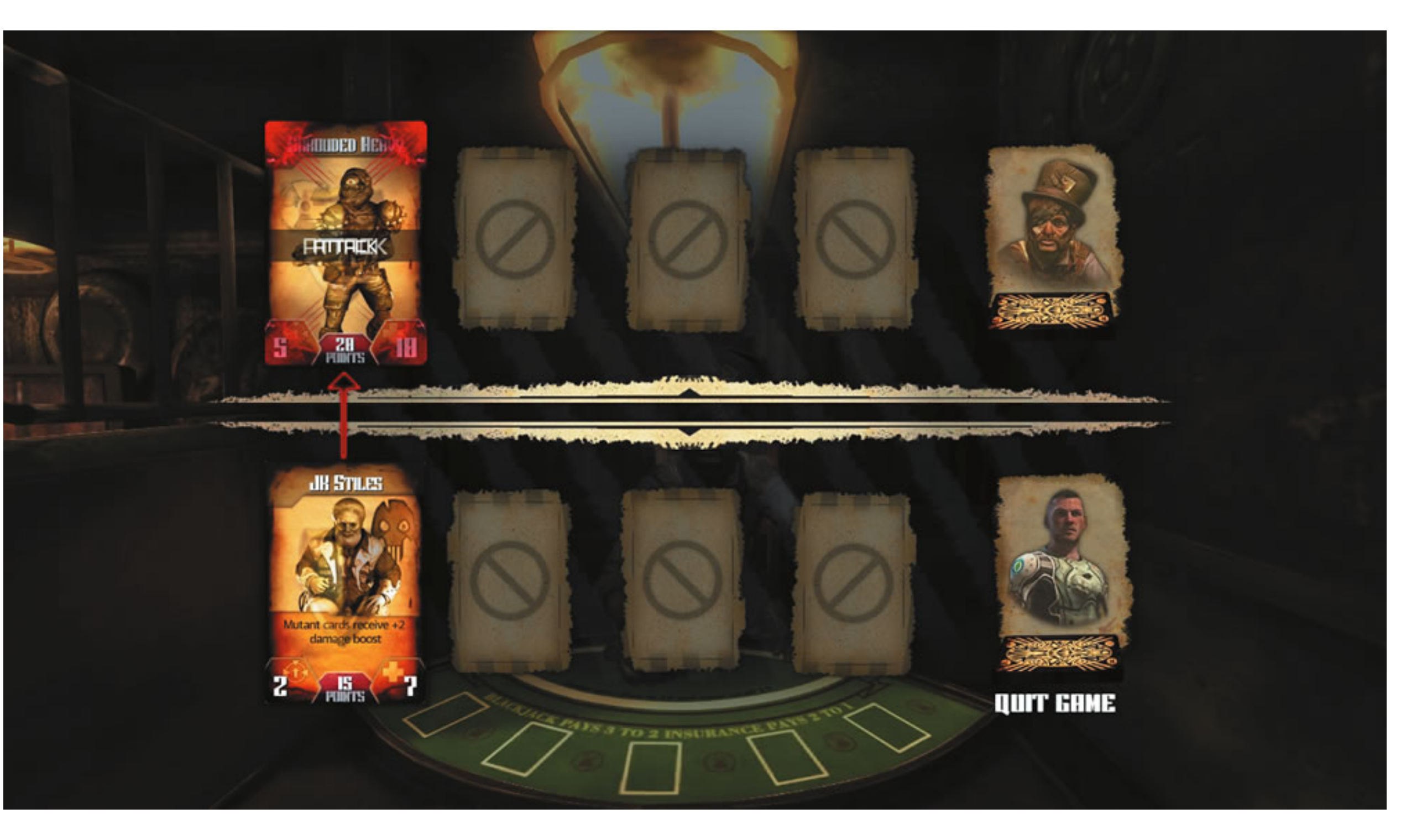
Now that you have a basic understanding of the different card types, work on building a deck. Before each game, you're tasked with building your deck from the cards you've collected, as well as those from the starter deck. The first thing you need to consider is how many points you have to spend. For example, in an easy game, you have a 75 point cap. While browsing through the available cards, study the cost of each card and determine whether you have enough points to add it to your deck. Beyond the cost of each card, study its health and damage values, as well as its special abilities.

Factions and Clans


DECK
JK STILES
CARD INFO
AVAILABLE
Mutant cards receive +2 damage boost
2
15 POINTS
7
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

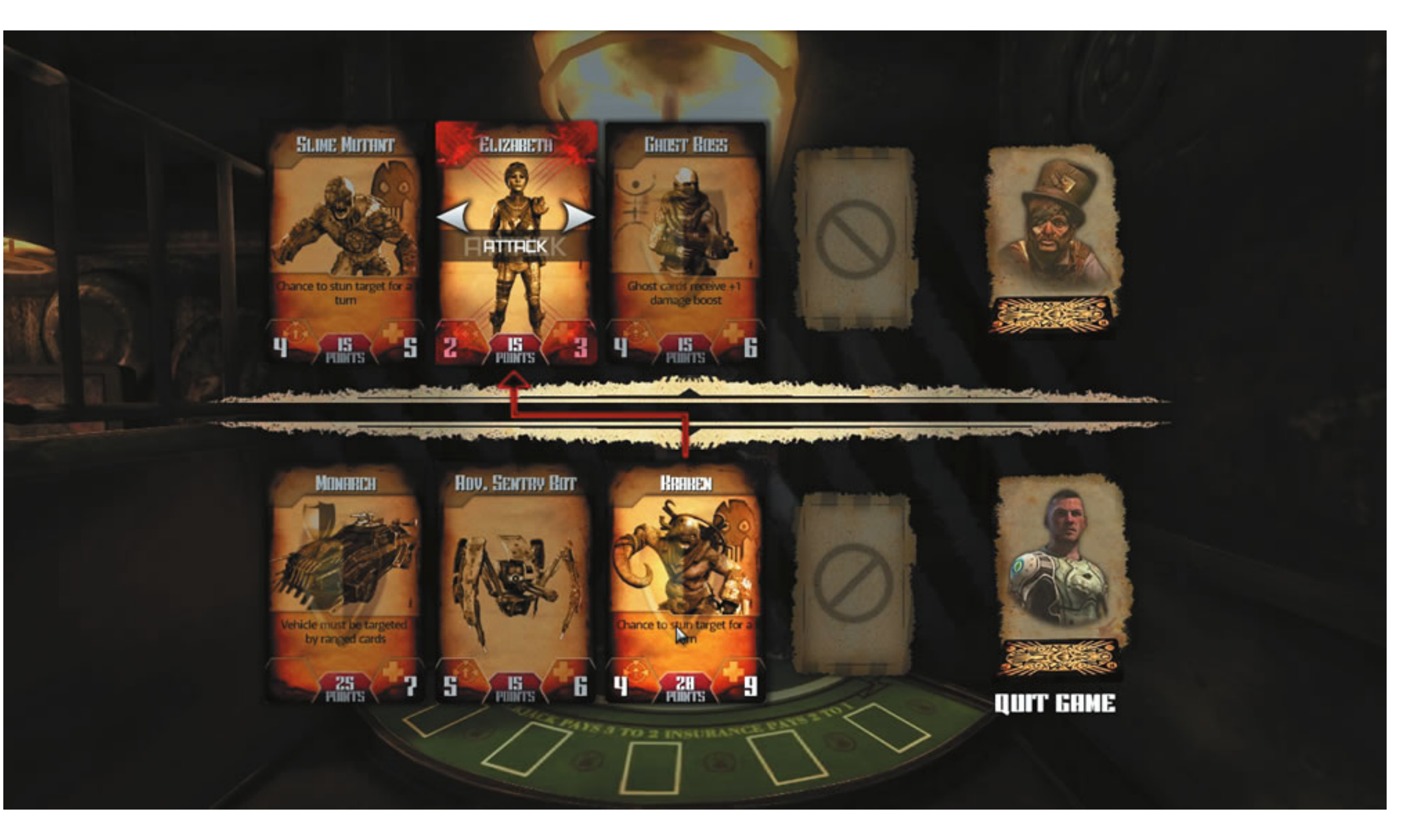
Most cards also have affiliations with a specific faction or clan. Each faction has one or two leader cards with a special ability that enhances other cards of the same affiliation. For example, JK Stiles is considered the leader of the mutants. As such, his card is marked with a mutant icon and provides a +2 damage boost to all mutant cards as its special ability. When you play the JK Stiles card, the damage of every mutant card on your side of the table is increased by two. However, if the JK Stiles card is killed, the +2 damage boost is lost, and the mutant cards return to their default damage value. So when using JK Stiles, consider building a deck consisting primarily of mutant cards to benefit from the +2 damage boost special ability. Other factions include Settlers, Ghost Clan, Wasted Clan, Shrouded Clan, Gearhead Clan, Jackal Clan, and the Authority. It's not always possible to build a deck consisting solely of cards from one distinct faction or clan, but make an effort to match as many cards as possible to take advantage of the leader card's special abilities.

Gameplay


ATTACK
5
20 POINTS
18
JK STILES
Mutant cards receive +2 damage boost
2
15 POINTS
7
QUIT GAME

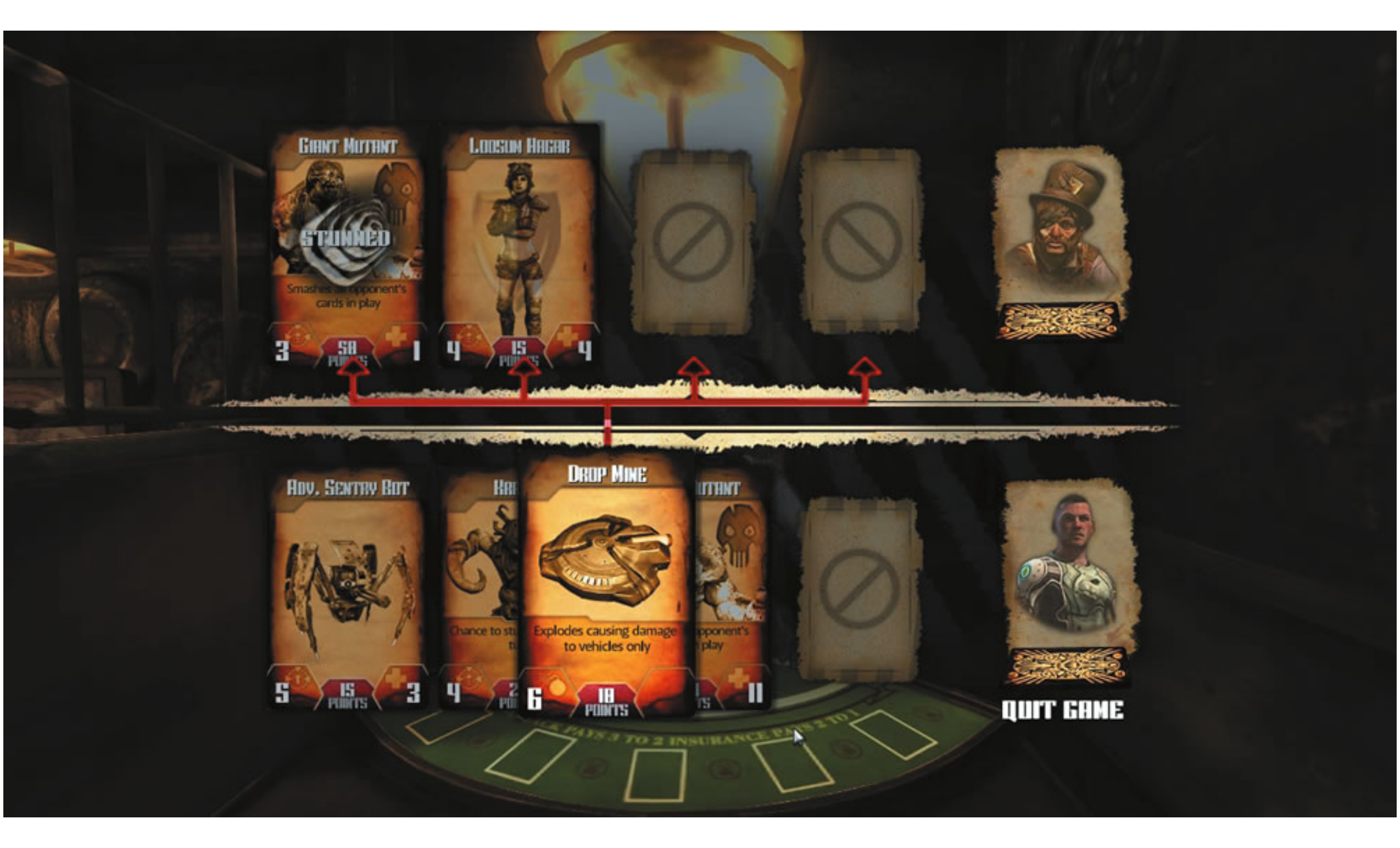
Rage Frenzy is a turn-based card game. At the start of each game, each player plays one card from the player's deck. The order in which the cards are played is totally random, so you never know which card will come up first. Notice that when you first play a card, it is covered in a transparent shield icon, indicating the card is guarded. Every time a card is drawn from the deck, it remains guarded for one turn, reducing incoming damage by 50%. This rule helps protect new cards, preventing your opponent from killing them before you get a chance to use them.

Attack Phase


SLIME MUTANT
ELIZABETH
GHOST BOSS
ATTACK
MONARCH
ADV. SENTRY BOT
KRAKEN
QUIT GAME

Once both cards are on the table, it's your turn. If you have a melee or ranged card, you can attack your opponent's card. Remember, you only deal 50% damage (rounded down) to a guarded card, so don't expect to do much damage in your first turn. If a vehicle or healer card is drawn first, you can't attack at all—you can only take cover. As you progress through the game, and more cards are added to your side of the table, every card is allowed to take an action during your turn. Melee cards can only attack straight across from themselves while ranged cards can attack any opponent card, unless a vehicle card is played. Healer cards can choose to take cover or apply hit points to a damaged card. Vehicle cards can only take cover, so in this sense, they're always in a guarded state, making them extremely difficult to kill.

Draw Phase


GIANT MUTANT
STUNNED
LOOSUM HAGAR
ADV. SENTRY BOT
DROP MINE
Explodes causing damage to vehicles only
QUIT GAME

At the end of your turn, any dead cards are removed from your opponent's side of the table and a new card is drawn from your deck and placed on your side of the table—at this point, the previously drawn card loses its guarded status. Your opponent's turn plays out the same way, beginning with an attack phase, and ending with the drawing of a card. Each player can have up to four cards on their side of the table. If you already have four cards in play at the end of your turn, no new cards are drawn from the deck. In the event that an explosive card is drawn at the end of your turn, the effect is immediate. The explosion goes off, damaging all your opponent's cards, and then the explosive card is immediately discarded. The goal is to completely wipe out every card in your opponent's deck. You and your opponent can have up to 12 cards each, so games can last a while, depending on the chosen difficulty. If your opponent has no more cards to draw, you win the game, earning the wagered amount. If you run out of cards first, you lose.

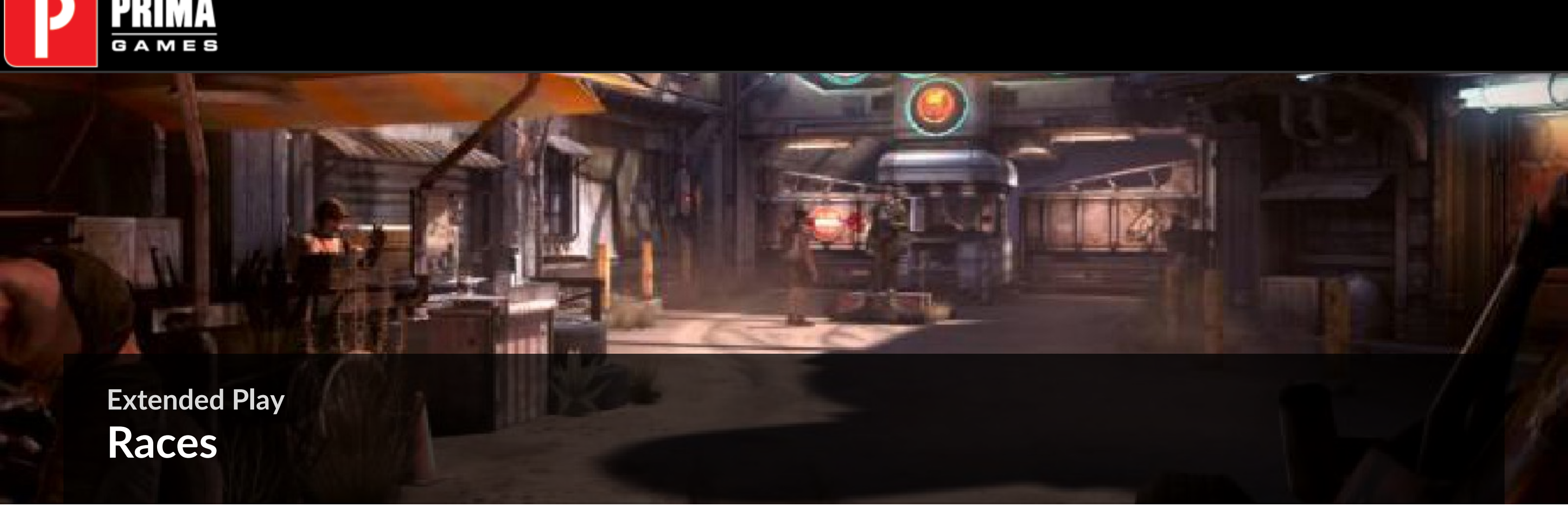
Hardest Deck

Think you have what it takes to beat Teague's hardest deck? If so, you can unlock this achievement/trophy. When you're ready for the challenge, choose a Hard game against Teague and begin constructing your deck. Teague always uses the same deck in Hard games, consisting mostly of Authority and mutant cards. To see the deck she uses, reference the Dealer Decks section in the back of the guide. By matching her deck card for card, you have a decent chance of beating her, depending on how the cards are dealt.

Tip

Rage Frenzy developers Curtis Arink and Caedmon Somers offer the following advice for getting the most out of the Wasteland's premier card game:

- Include at least one vehicle in your deck to distract the opponent's ranged cards.
- The Giant Mutant is an expensive card, but he's well worth the cost.
  Since you can only have four cards in play at once it's generally better to have a deck comprised of fewer, more expensive cards.
- Maximize the value of booster cards by building a deck of cards from the same faction, such as mutants with JK Stiles.
- Be sure to find all cards in the Well and Authority Prison before you leave because you can't go back.



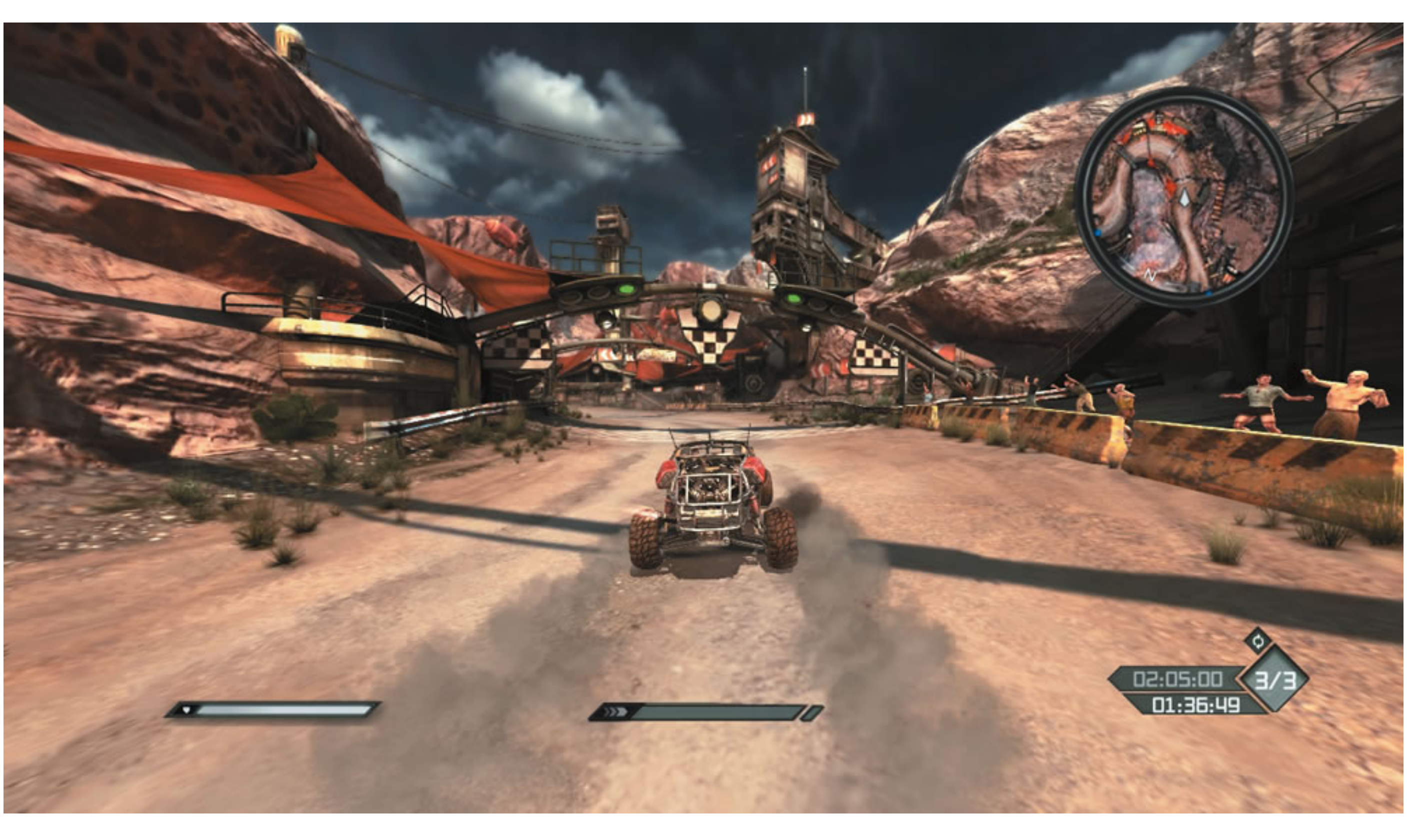
Extended Play

Races

Time Trial

Pick-Ups:

- Boost Canisters



During time trial races, there are no other opponents on the track—it's just you against the clock. Each time trial has a par time. To win, you must complete three laps within the par time. This is a win or lose type race, with no rewards for second or third place. If you complete the time trial within the par time, you're rewarded with 15 racing certificates. Winning time trials requires speed and precision. Run over the blue Boost Canisters scattered across the course to keep your boost meter filled and boost early and often, particularly on straightaways. Every second is precious, so don't perform any risky maneuvers that may cause your vehicle to flip over or crash. If you manage to keep your vehicle on the course while boosting throughout, you'll have no problem winning every time trial. If you're having trouble, consider purchasing boost and engine upgrades for your vehicle.

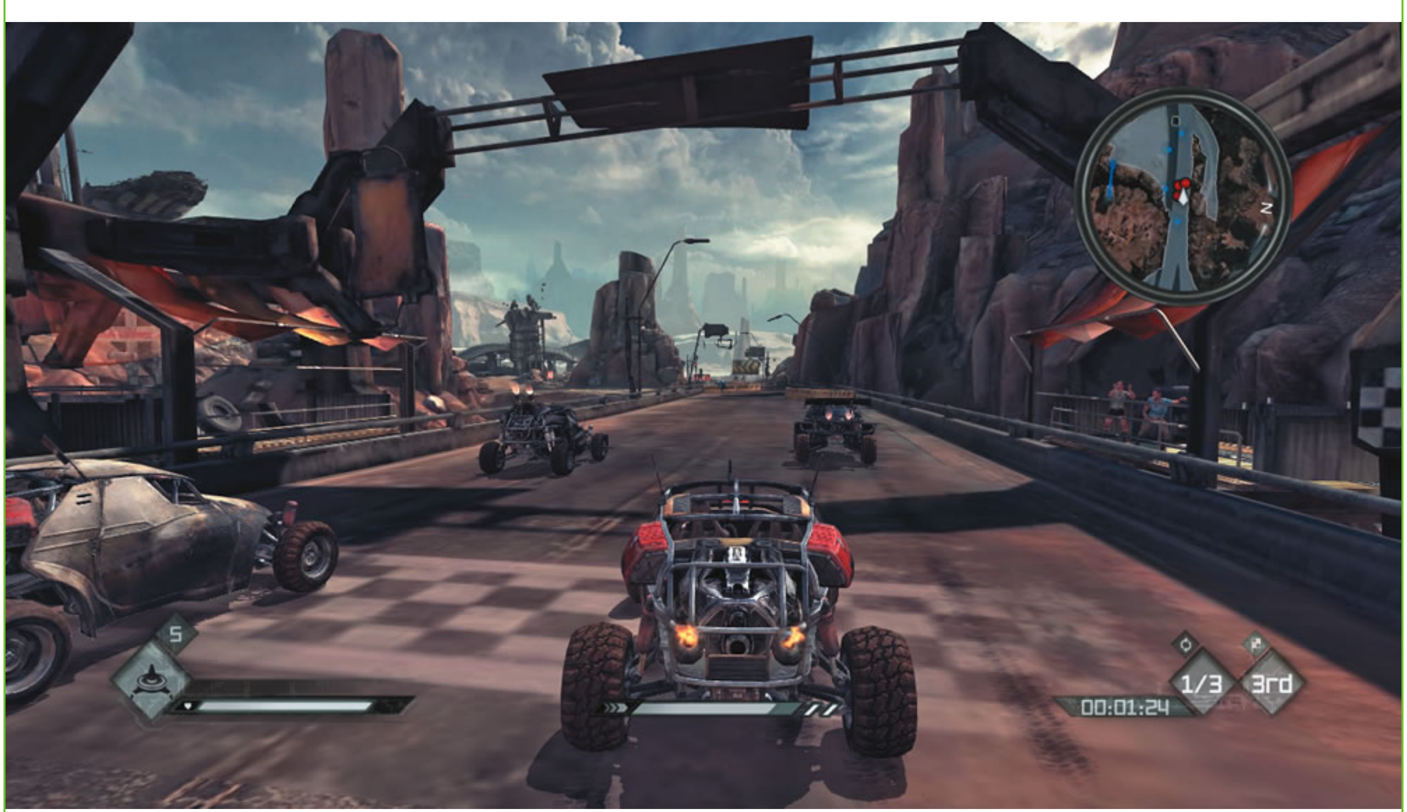
Tip

Use boost while flying over a jump to maintain your momentum while airborne. Using boost in the air will increase your top speed in mid-air since friction with the ground isn't slowing you down. The speed you achieve will give your boost meter time to recharge once you're back on land.

Non-Combat Race

Pick-Ups:

- Boost Canisters

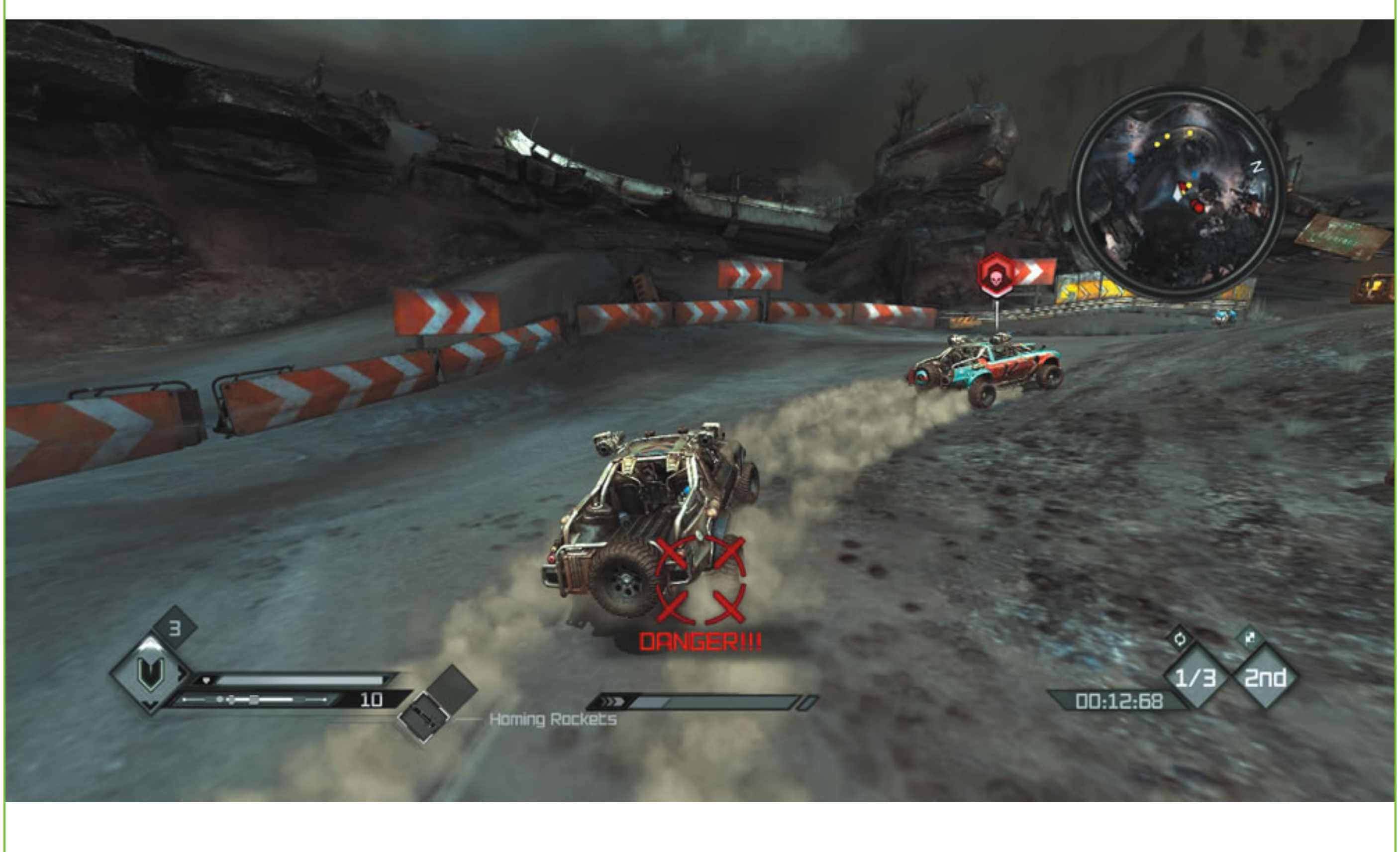


Vehicle-mounted weapons are banned in these races, requiring you to rely on pure racing skill to earn the checkered flag. However, most non-combat races provide quick use weapons, like Drop Mines, adding some excitement to the event. The top three finishers drive away with racing certificates: 15 for first place, 10 for second place, and 5 for third place. Always strive to finish in the top three, because fourth place finishers get nothing. Of course, races are much easier if you're driving a vehicle enhanced by the best parts. Boost and engine upgrades are helpful for gaining an edge over your three competitors, allowing you to boost to the front of the pack and maintain the lead for the three-lap race. If the race is tight, don't be afraid to make contact with your competitors. A slight nudge to their rear bumper can be enough to cause them to spin out or crash, allowing you to pass. However, contact works both ways, so watch out for other racers attempting to nudge you off the course.

Minigun/Rocket/Pulse Race

Pick-Ups:

- Boost Canisters
- Minigun Ammo
- Homing Rockets
- Pulse Ammo



The weapon-based races work much like the non-combat races with one distinct exception: you can now blow your opponents to bits! To enter one of these races, your vehicle must be equipped with the required weapon. This requires you to purchase Miniguns or Rocket Launchers—the Advanced Pulse Weapon is already equipped when you acquire the Monarch. Chances are that you already own these weapons after your adventures in the Wasteland, so the buy-in shouldn't be too much of a hassle. In addition to the vehicle-mounted weapons, each racer is provided with a set of quick use items such as Drop Mines, Shields, and Armor Restore. All weapons are offline for the first ten seconds of each race, giving the racers a brief period to jockey for position before the carnage begins. If your vehicle is equipped with boost and engine upgrades, this is a good opportunity to take the lead. But racing with all your opponents behind you has a major disadvantage—they can shoot you, but you can't shoot them. However, if you get out far enough ahead, and break their line-of-sight, they won't be able to shoot you. So instead of constantly battling the pack of racers, get out ahead and maintain the lead. Reserve using any Shields or Armor Restore quick use items until the third and final lap. If your vehicle is destroyed before then, you simply respawn, suffering a minor delay that can be quickly overcome by boosting. In the third lap you need to maintain the lead, so keep Shields deployed as your opponents attempt to blast you with their weapons. Don't bother using Armor Restore until all of your Shields have been expended and you're racing toward the finish line.

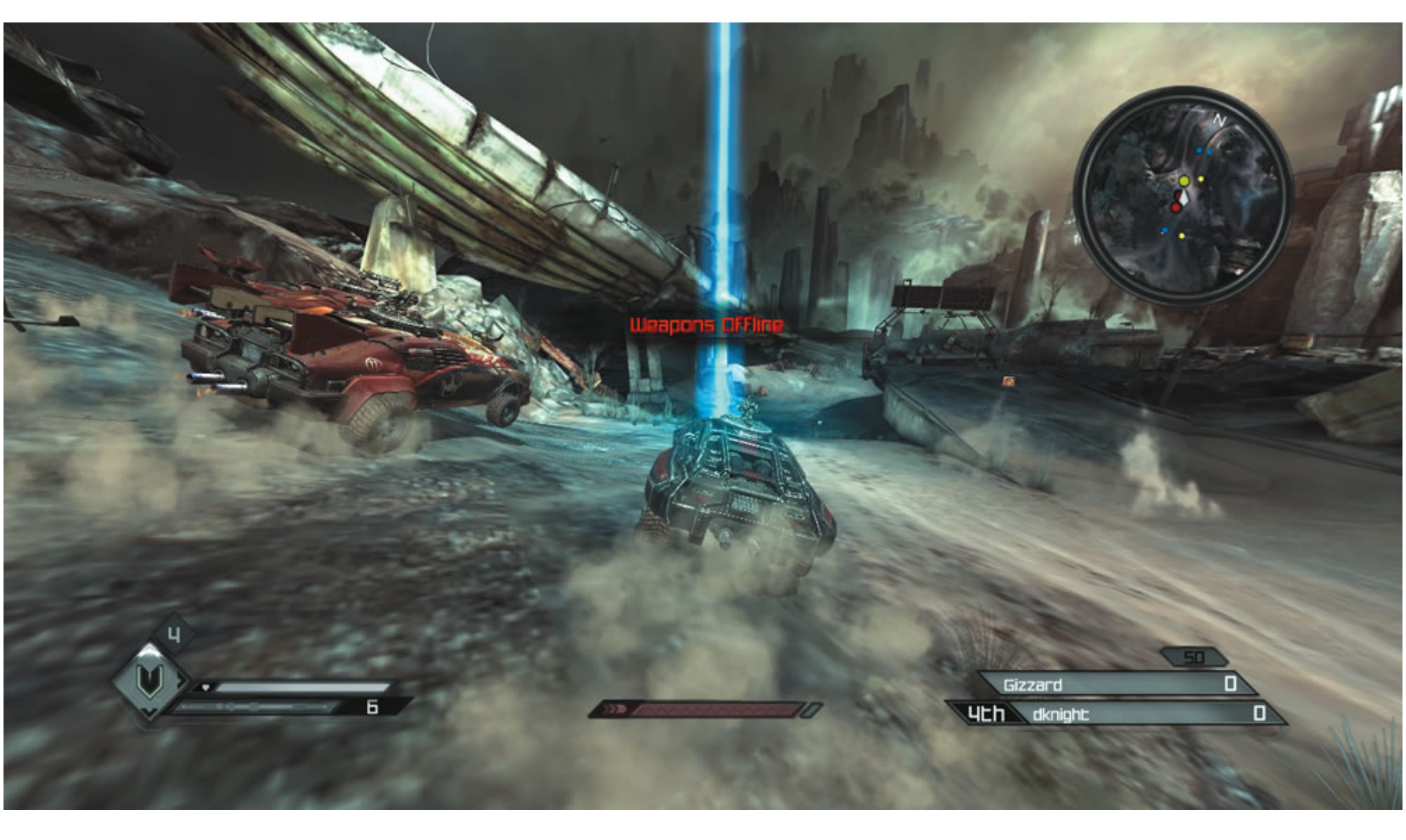
Roadkill

Mutants can be seen running across some of the tracks during races. Don't waste ammo on them. Instead, simply run them over. If you manage to run over ten mutants total, you'll unlock the Roadkill achievement/trophy.

Rocket/Pulse Rally

Pick-Ups:

- Boost Canisters
- Homing Rockets
- Pulse Ammo

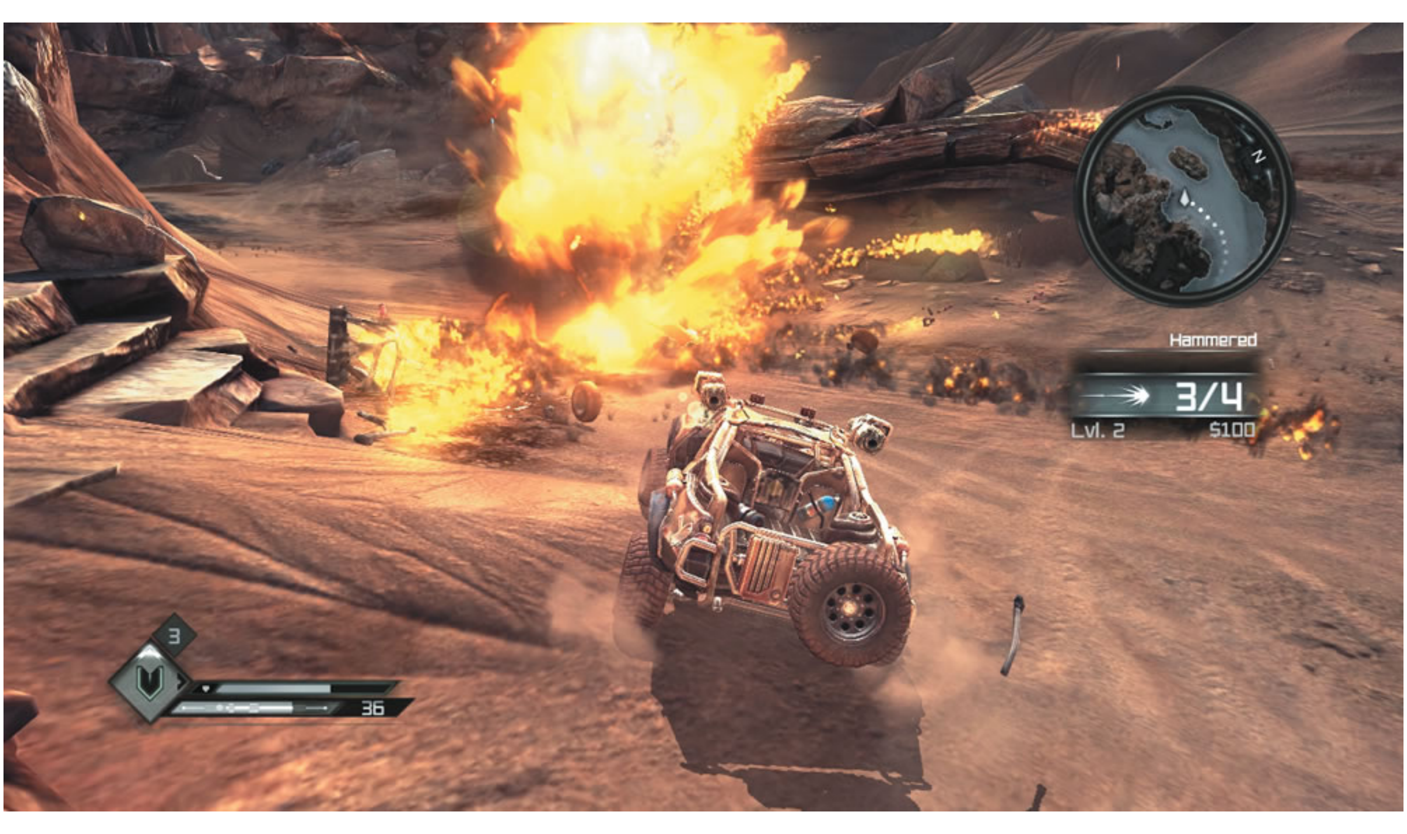


Rally races are unique and challenging, awarding five points for each Rally Point captured and three points for each opponent vehicle destroyed. The first racer to accumulate 50 points wins. Once a winner is declared, the race is over and the second and third place finishers are determined based on the next highest point totals. The Rally Points appear on the course as tall columns of blue light. There is only one Rally Point on the course at any given time, creating a mad dash among the racers rushing to capture it. Drive directly through these Rally Points to earn five points. Once a Rally Point has been collected, a new one appears at a predetermined location. If you don't see the next Rally Point immediately, look at the minimap—Rally Points appear as green dots. Strategically, going after Rally Points is the best way to win these races. Although you earn three points for taking out opponent vehicles, collecting Rally Points is much faster and more lucrative. The trick is to get out ahead of the pack early and capture the first Rally Point by boosting—boost and engine upgrades are essential. If you can maintain the lead early, capturing the subsequent Rally Points is much easier. Just be ready to deploy Shields to deflect attacks from your trailing opponents. The Rally Points appear in the same order every time, usually giving the leader a slight edge as capturing adjacent Rally Points often requires minimal course correction. Once all the Rally Points in a set have been captured, they reset, beginning with the first Rally Point that appeared at the start of the race. If you run each race a couple of times you can begin to memorize the Rally Point locations and predict where the next one will appear.

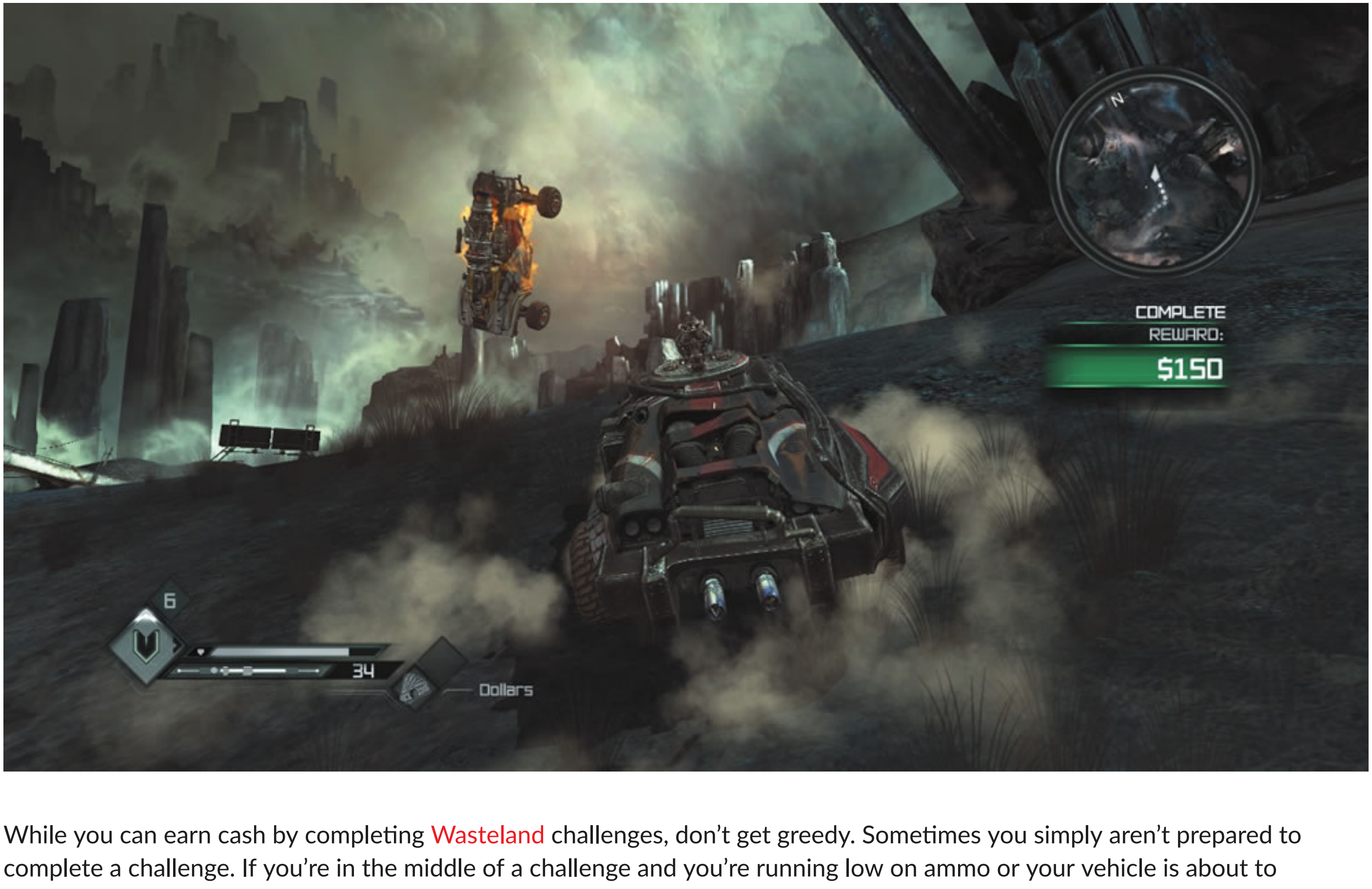
Wasteland Challenges

Wasteland Challenge Hot Zones:

- Wasted Territory
- Scorcher Territory
- Gearhead Territory



While driving through some open areas, a Wasteland challenge may be initiated. Listen for the up-tempo music and look on the right side of the screen to see the name, difficulty level, and objectives of the challenge. Most challenges require you to destroy a number of bandit vehicles, while others require you to collect meteors during a Feltrite storm. Glance at the objective at the start of a Wasteland challenge and determine whether you want to do it. If you prefer to pass, simply boost out of the area where the challenge is offered and proceed with other business. Completing Wasteland challenges is a good way to earn some extra cash. The amount of cash rewarded for Wasteland challenges varies based on the difficulty, determined by the number and quality of bandit vehicles you must destroy. The number above each bandit vehicle represents how tough the vehicle is to destroy. The number also hints at what kind of weaponry the bandit vehicle may possess. For example, if a bandit vehicle is level 4, it probably has Shields, Homing Rockets, and thick armor. Such vehicles are tougher to kill while posing a bigger threat than those simply armed with Miniguns. Weigh the pros and cons of the cash rewarded versus the amount of ammo expended. If you're sloppy with your aim and miss, Wasteland challenges can actually end up costing you more than you earn.

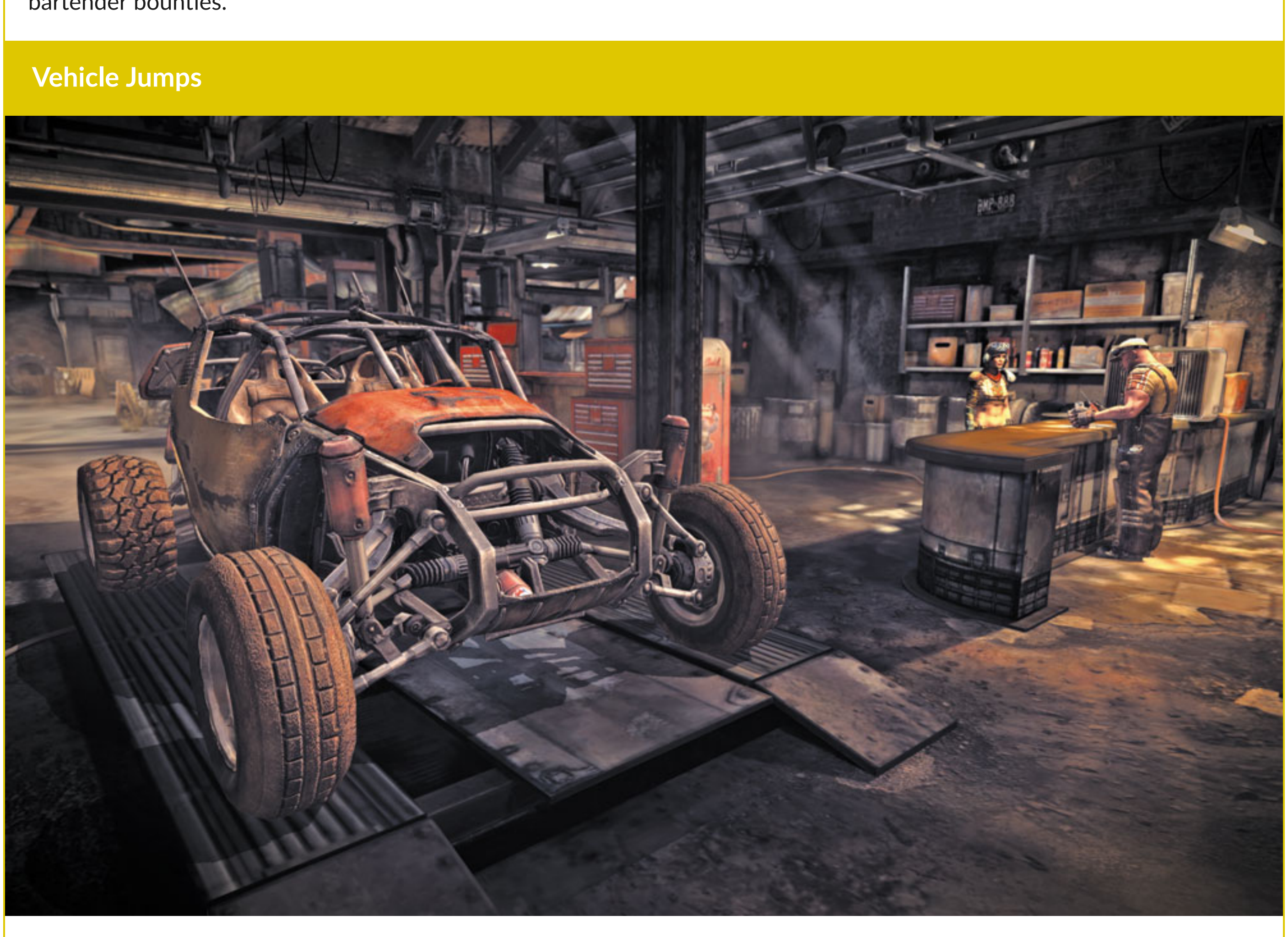


While you can earn cash by completing Wasteland challenges, don't get greedy. Sometimes you simply aren't prepared to complete a challenge. If you're in the middle of a challenge and you're running low on ammo or your vehicle is about to explode, get to safety by boosting out of the area or by calling a tow truck. Even if you're in the middle of a fight, Durar, Mick, or Saul will come and haul your ride back to a settlement. Once you're restocked on ammo and have repaired your vehicle, you can return to the same area to complete the challenge, resuming where you left off.

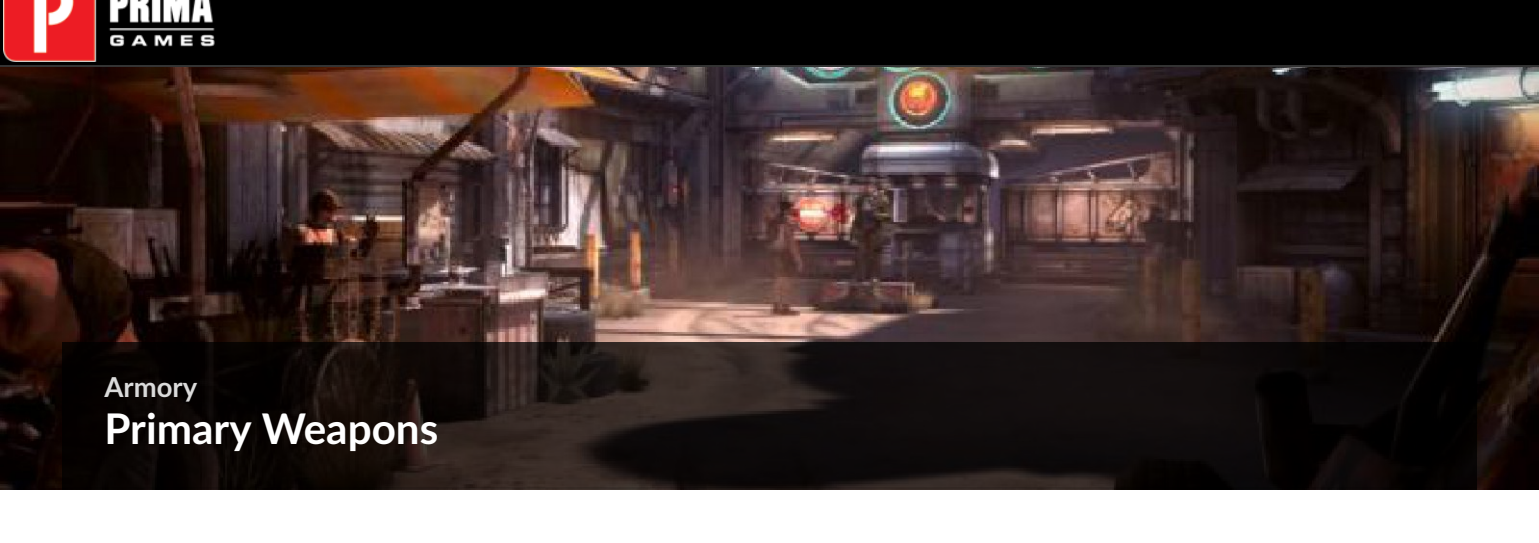
Note

Wasteland Challenges are completely separate from the bounties offered by Sally and Brick. After completing a Wasteland challenge in which you've destroyed bandit vehicles, be sure to visit the bartenders to receive payment for the bounties. In this sense, Wasteland challenges allow you to double dip, earning money above and beyond the rewards offered by the bartender bounties.

Vehicle Jumps



There are a total of 18 Authority drones hovering over fixed positions in the Wasteland, each marking a jump challenge. These drones are protected by an impenetrable force field and cannot be shot with traditional weapons. However, you can smash them to bits by hitting them with your vehicle. To do this, you must launch your vehicle and smash each drone in mid air. Each drone is placed near some type of ramp or ledge. It's up to you to figure out how to leverage the terrain to get your vehicle airborne. Each time you smash a drone, you're rewarded with some loot and an Electrical Wire Kit, a Feltrite Coupler, and a Hardware Packet. Beyond the loot retrieved from each drone, you can also unlock the Jumper achievement/trophy for completing all 18 jumps. All jumps are shown on the following maps, along with a detailed description of how to set up and complete each one.



Armory

Primary Weapons

- PRIMARY WEAPONS
  - Settler Pistol
  - Double Barrel Shotgun (DLC)
  - Assault Rifle
  - Sniper Rifle
  - Striker Crossbow
  - Authority Machine Gun
  - Rocket Launcher
  - Authority Pulse Cannon

In RAGE, every weapon is completely different, with varying degrees of lethality. There are nine primary weapons to choose from, each with its own strengths and weaknesses. Most weapons also support multiple ammo types, providing even more variety and flexibility. In this section we take an in-depth look at each weapon, covering all upgrades and ammo types, as well as economical and tactical considerations.

Note

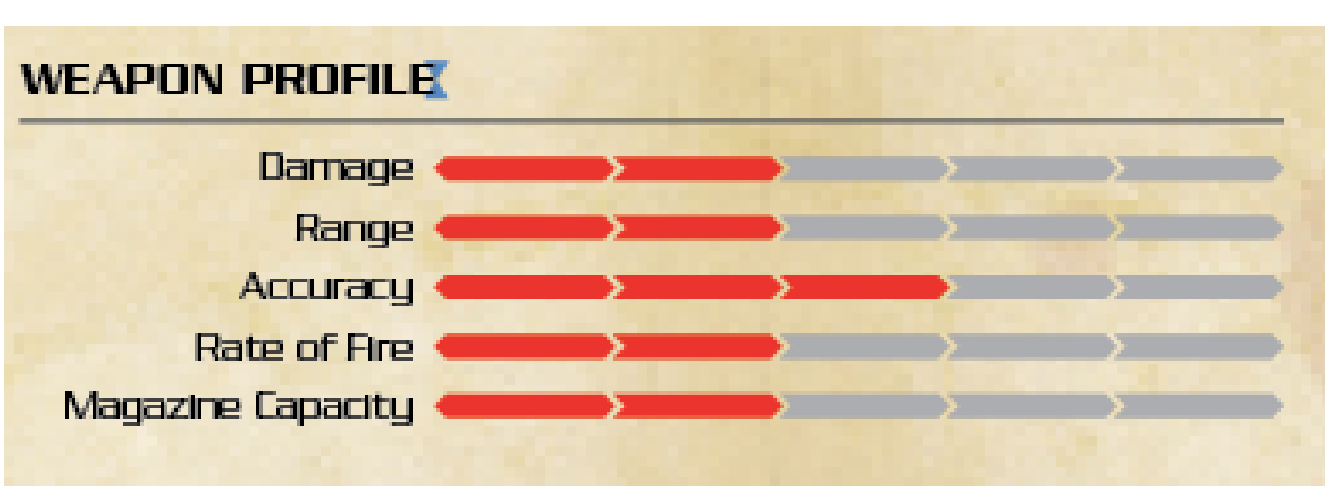
In the following Ammo and Upgrade tables, there are five different damage ratings for each ammo type: low, moderate, high, very high, and extreme. These ratings indicate how much damage is inflicted by a single round. Some ammo types have armor-piercing capability and are indicated with an (AP) next to the damage rating.

Tip

Fists of Rage

If you have the Anarchy Edition DLC installed, Fists of Rage will be automatically added to your inventory. The Fists of Rage will replace your normal fists, and allow you to deal extra damage while unarmed.

Settler Pistol



Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Pistol Rounds	$5	12	12	Low	Standard issue pistol ammo. Guaranteed to kill muties and bandits. . .eventually.
	Killbursts	$22	6	1	Low	Bullets within bullets within bullets, and they all fire at once.
	Fatboys	$14	6	6	High	Double the size, double the damage, but half the rounds. So ya better shoot straight!
	Fat Mammas	$48*	6	6	Very High (AP)	Twice as tough as Fatboys. If Mamma can't kill it, RUN!
	Monocular	$25	1	—	—	Half a binocular. . .the good half.

* = total cost of parts; must own schematic to build

Fat Mammas Ingredients (Builds 6)

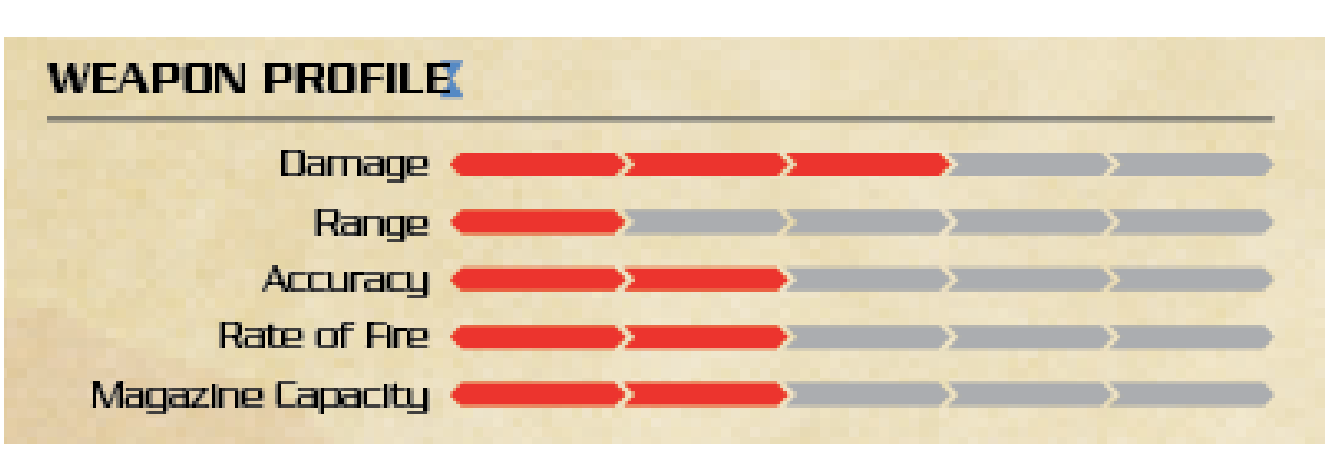
Image	Name	Cost	Quantity	Description
	Fatboys	$28	12	Double the size, double the damage, but half the rounds. So ya better shoot straight!
	Explosive Pack	$20	1	Makes things go boom!

Field Notes

The Settler Pistol is the first weapon you receive, provided by Dan Hagar before you raid the Ghost Hideout. Before buying anything else, purchase the Monocular to assist in aiming. While the pistol has its own iron sight when aiming, the Monocular is a far more accurate telescopic sight. Simply place the crosshairs over your target and squeeze the trigger. This makes it much easier to score headshots against distant enemies during firefights.

When loaded with standard Pistol Rounds, the Settler Pistol is mediocre at best, inflicting minimal damage to bandits and mutants alike. Killbursts ammo basically turns the weapon into a machine pistol, automatically firing a burst of bullets with each pull of the trigger. While Killbursts ammo increases the weapon's rate of fire significantly, it must be reloaded after each trigger pull, making it largely ineffective in frantic engagements. Fatboys aren't cheap, costing more than $2 per shot, but they have the stopping power to kill most unarmored enemies with one hit. When you need even more stopping power, construct some Fat Mammas. These powerful bullets (costing $8 per round) can punch through any amount of armor, inflicting massive damage. Even after hitting their target, Fat Mammas keep traveling, puncturing anything along their flight path. These bullets are awesome against the heavily armored Gearhead Clan in the Eastern Wasteland. Try to line up multiple targets and kill them all with one Fat Mamma!

Combat Shotgun



Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Buckshot	$12	8	8	Low	Standard buckshot. Get more buck for your bang.
	Pulse Shot	$32	8	8	Very High (AP)	All the kick you'd expect from a shotgun plus added EMP.
	Pop Rockets	$44*	8	8	Extreme	Half shotgun slug, half hand grenade. 'Nuf said.
	Shotgun Extender	$250	1	—	—	Shoot more, reload less.

* = total cost of parts; must own schematic to build

Pop Rockets Ingredients (Builds 8)

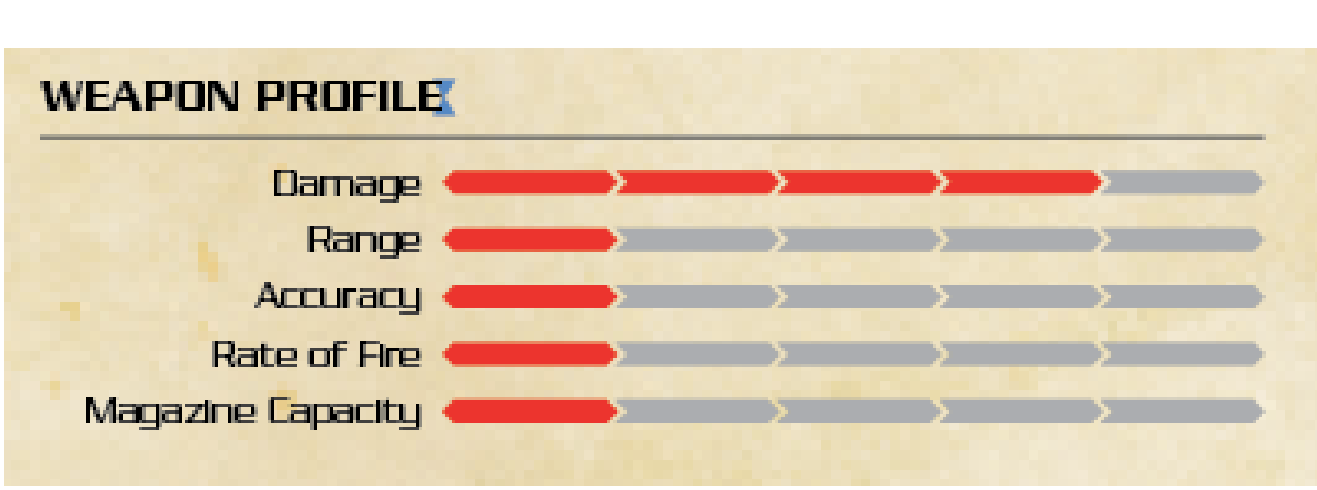
Image	Name	Cost	Quantity	Description
	Buckshot	$24	16	Standard buckshot. Get more buck for your bang.
	Explosive Pack	$20	1	Makes things go boom!

Field Notes

The Combat Shotgun is your go-to weapon for close quarter engagements, ideal for blasting mutants and bandits alike. This weapon is acquired from Rikter Outrigger as a reward for fixing the Radio Tower. The shotgun fires automatically by simply holding down the trigger. However, due to the intense recoil, it's best to let the weapon settle before firing a follow-up shot. In its standard configuration, the Combat Shotgun is fed by an internal tube magazine that must be loaded two shells at a time, making for some intense moments when you are swarmed by mutants. Purchase the Shotgun Extender—a box magazine with an 8-shell capacity—as soon as possible. Swapping out magazines is much faster than loading the weapon one shell at a time.

There are three different types of ammo available for the Combat Shotgun. The standard Buckshot is the cheapest and most common, ideal for taking out unarmored targets at close range—there is no better ammo for taking out mutants and charging bandits. Pulse Shot is a highly specialized round fitted with a small Electro Magnetic Pulse (EMP) charge. These rounds are great for targeting sensitive electronics, such as those found in Sentry Bots or the energy shields carried by some enforcers. However, they don't produce enough EMP to take out Authority generators—you'll need EMP Grenades to do that. Pop Rockets are another specialized ammo, essentially converting the weapon into a grenade launcher. These explosive rounds detonate upon contact with any target or surface, capable of vaporizing most enemies and leaving nothing behind but a red mist.

Double Barrel Shotgun (DLC)



Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Buckshot	$12	8	2	Low	Standard buckshot. Get more buck for your bang.
	Pulse Shot	$32	8	2	Very High (AP)	All the kick you'd expect from a shotgun plus added EMP.
	Pop Rockets	$44*	8	2	Extreme	Half shotgun slug, half hand grenade. 'Nuf said.
	Monocular	$25	1	—	—	Half a binocular. . .the good half.

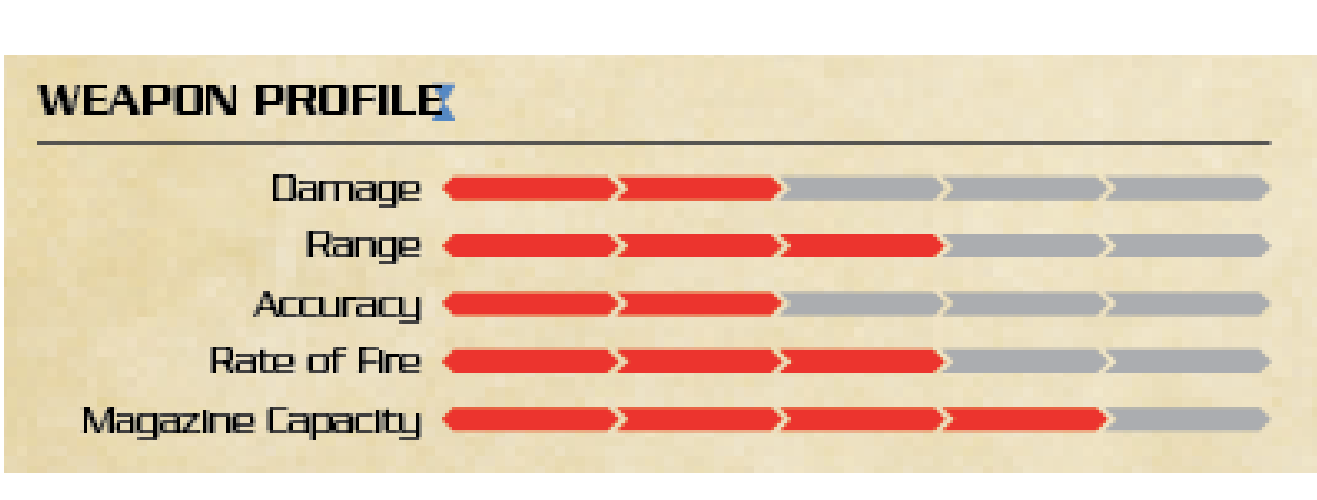
* = total cost of parts; must own schematic to build

Field NOTES

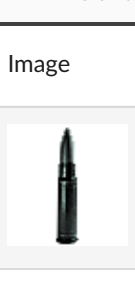
If you have the Anarchy Edition DLC installed, you automatically own the Double Barrel Shotgun. This devastating weapon packs a serious punch, along with some violent recoil. The Double Barrel Shotgun fires both barrels with each pull of the trigger, effectively doubling the damage output of the Combat Shotgun. However, it does have a couple of serious limitations. The weapon can only hold two shells at a time and must be reloaded after each pull of the trigger. Fired with one hand, like a pistol, the Double Barrel Shotgun also exhibits heavy recoil. While the weapon is most effective at close range, by aiming you can bring up the Monocular view. But don't expect to inflict much damage on targets beyond a few meters.

The Double Barrel Shotgun fires the same ammo types as those offered for the Combat Shotgun. Buckshot is most effective for this weapon, allowing you to unleash two simultaneous volleys of shot with each pull of the trigger. Pulse Shot is best reserved for the Combat Shotgun, as you rarely want to fire two of these EMP rounds at the same time. Firing Pop Rockets with this weapon can be fun, launching two grenade-like rounds at the same time. This can be effective when targeting large groups of enemies, such as bandits or enforcers hiding behind cover. Just don't get carried away—each pull of the trigger costs you $11!

Assault Rifle



Ammo and Upgrades

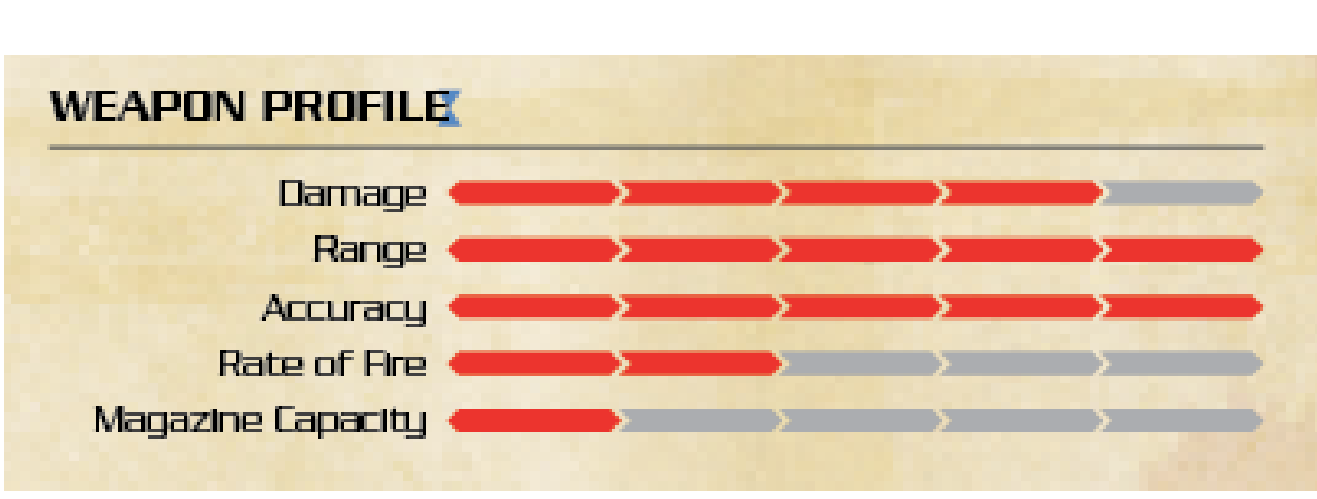
Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Steel AR Rounds	$15	40	40	Low	Why eat lead when you can feed 'em steel? Dinner is served.
	Feltrite AR Rounds	$32	40	40	Low (AP)	Feltrite-infused rounds. Double the ass-kicking against armored enemies.
	AR Stabilizer	$200	1	—	—	Keeps your Assault Rifle stable, even if you're not.
	Concentrator	$200	1	—	—	Reduces the spread of your old, rusty Assault Rifle.

Field Notes

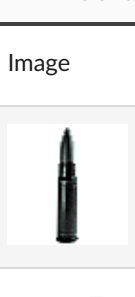
The Assault Rifle is a standard automatic rifle, capable of spitting out a lot of ammo in a short span of time. However, the rifle exhibits heavy recoil, making it difficult to keep the weapon on-target while firing automatically. Squeeze off two- to three-round bursts and let the weapon settle before firing again. The recoil can be stabilized by purchasing the AR Stabilizer and AR Concentrator upgrades. The AR Stabilizer increases lateral stabilization while the AR Concentrator reduces the vertical kick caused by recoil. Together, these two upgrades make the weapon much more stable, allowing you to fire prolonged bursts with decent accuracy.

The Assault Rifle supports two different types of ammo. Steel AR Rounds are the cheapest and most common of the two ammo types. This is a standard steel-jacketed round ideal for targeting unarmored enemies, such as mutants and bandits from the Ghost, Wasted, and Shrouded Clans. Steel AR Rounds are very common among most bandit clans and can usually be looted from your victims and their dwellings. If you're thorough in your searches, you'll probably never need to buy many Steel AR Rounds. The Feltrite AR Rounds pack a bit more punch, designed with a Feltrite core for greater penetration against armored targets. However, these bullets pale in comparison to the Authority AV2x Rounds fired by the Authority Machine Gun, particularly when confronting enforcers. Instead of investing heavily in Feltrite AR Rounds, save your money for Authority AV2x Rounds when it comes to dealing with armored threats.

Sniper Rifle



Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Sniper Rounds	$12	5	5	High	Promoting "open-mindedness" one bullet at a time.
	Sniper Rifle Auto-Loader	—	1	—	—	Let the rifle focus on loading, while you focus on aiming.

Field Notes

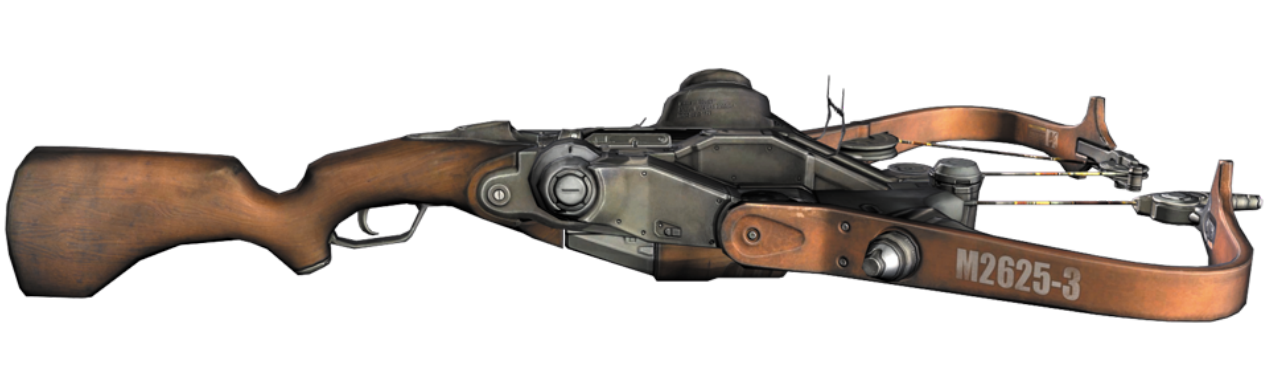
When it comes to punishing targets from long range, there's no better choice than the Sniper Rifle. This weapon is provided by Dan Hagar when you're tasked with clearing out the barricade by the Hagar Settlement. The rifle's powerful scope makes it easy to zoom in on targets and score lethal headshots with pinpoint accuracy. You can toggle the scope's two different zoom settings by pressing the "use/interact" button. The Sniper Rifle Auto-Loader is the only upgrade for this weapon. It can be acquired free of charge by completing one of the sniping-based jobs (Mutant Menace or Caravan Cover) from the job boards in Wellspring. This upgrade converts the Sniper Rifle into a semi-automatic firearm, allowing you to fire multiple shots in quick succession. However, it does little to dampen the rifle's harsh recoil. It's still best to let the rifle settle for a couple of seconds before firing any follow-up shots.

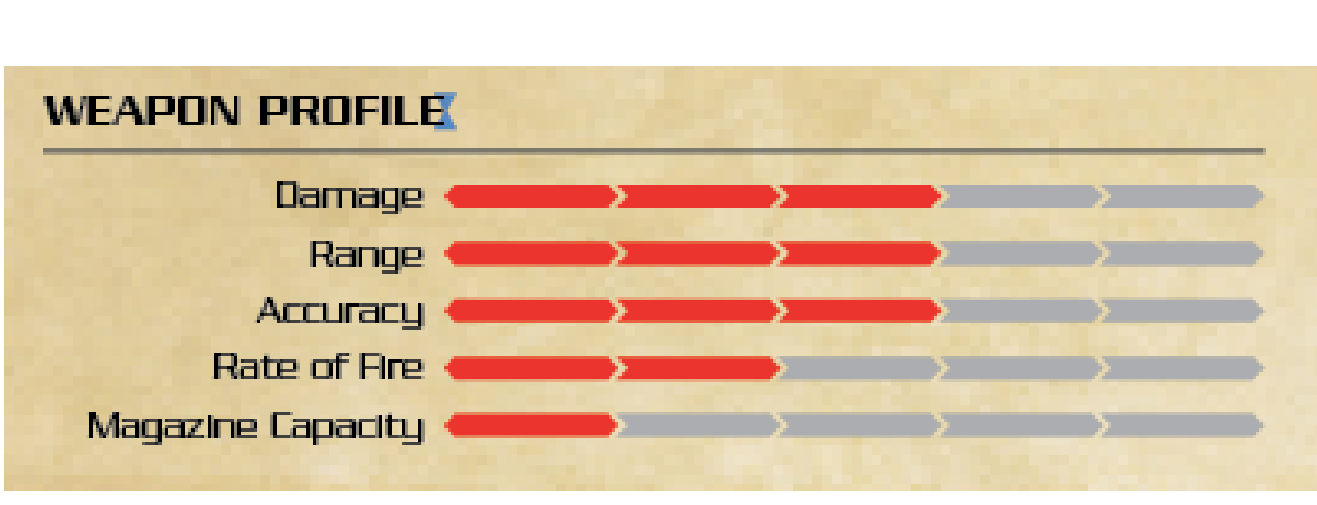
The Sniper Rounds are the only ammo type available for this weapon. Costing more than $2 per bullet, these rounds aren't cheap, but they pack a serious punch, capable of liquefying heads. Line up your targets carefully and make each shot count. These rounds (and this weapon) are best deployed during stand-off firefights, when your enemies have taken cover. Zoom in on an enemy's position, place the crosshairs over his head, and squeeze the trigger. Bandits from the Wasted, Shrouded, and Gearhead Clans often hide behind cover and attack from range, making them ideal targets for the Sniper Rifle. Authority enforcers are also good candidates for sniping. However, when targeting Gearheads and enforcers, you'll need to shoot off their helmets before you can score lethal headshots.

Open Minded

To unlock the Open Minded achievement/trophy, you only need to score ten headshots with the Sniper Rifle. Continue during the attack on the bandit barricade near the Hagar Settlement, shortly after acquiring the Sniper Rifle. Continue puncturing skulls with Sniper Rounds whenever you can until Open Minded is unlocked.

Striker Crossbow



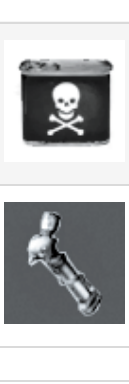


Ammo and Upgrades

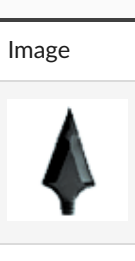
Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Steel-Tipped Bolts	$24	6	6	High	Steel-tipped crossbow ammo. You get the point.
	Electro Bolts	$36	6	3	Extreme	One well-placed bolt turns a water puddle into a gore pool.
	Mind Control Bolts	$142*	6	3	Extreme	Control your victim until they explode. A party favorite.
	Dynamite Bolts	$44*	6	3	Extreme	When you need some dynamite delivered really quickly.

* = total cost of parts; must own schematic to build

Mind Control Bolts Ingredients (Builds 6)

Image	Name	Cost	Quantity	Description
	Steel-Tipped Bolts	$48	12	Steel-tipped crossbow ammo. You get the point.
	Explosive Pack	$20	1	Makes things go boom!
	Ghost Toxin	$50	1	Toxin the Ghost Clan almost used to poison the Well.
	Mutant Adrenal Gland	$24	2	Known to affect metabolic rate when properly synthesized.

Dynamite Bolts Ingredients (Builds 6)

Image	Name	Cost	Quantity	Description
	Steel-Tipped Bolts	$24	6	Steel-tipped crossbow ammo. You get the point.
	Explosive Pack	$20	1	Makes things go boom!

Field Notes

Compared to the other weapons, the Striker Crossbow requires a degree of finesse and tactical awareness to realize its full potential. This is another present from Dan Hagar, provided as a reward for delivering supplies from Wellspring. With the exception of Wingsticks, this is the only weapon that allows you to dispatch enemies silently. Therefore, make a habit of crouching while using this weapon. While crouching, you move slower and make much less noise. This allows you to get the jump on enemies, taking them out before they can see or hear you. Once you're spotted, you may want to switch to another weapon with a higher rate of fire and a larger magazine capacity.

Thanks to its wide assortment of ammo, the Striker Crossbow is the most versatile weapon in your arsenal. The Steel-Tipped Bolts are the most common ammo type and can be lethal when fired at the heads of unarmored enemies, such as mutants and bandits from the Ghost and Shrouded Clans. Electro Bolts are best deployed in wet environments like the Well. If enemies are standing in a pool of water, simply fire an Electro Bolt into the water to fry them all. Electro Bolts are also effective against electronics, such as those found in Sentry Bots or the energy shields carried by some enforcers. Unless you already own the ingredients, Mind Control Bolts are ridiculously expensive to produce, costing nearly $24.67 per shot. Their effectiveness cannot be denied, however. Upon hitting a victim with one of these bolts, the camera switches to a third-person view, centering on your victim. During this brief sequence, you can control the movement of your victim. Walk your victim over to another group of enemies and trigger the detonation. The explosion is big enough to kill your victim, but the splash damage is rather limited—so take the time to get your victim directly next to other enemies before triggering the detonation. Dynamite Bolts provide much more bang for your buck, combining an Explosive Pack with Steel-Tipped Bolts. These function much like Steel-Tipped Bolts, but after sticking into a target (or any surface), they explode. Dynamite Bolts work particularly well against the Jackal Clan, but don't expect to take out more than one target with each bolt—the explosion is rather small, with minimal splash damage.

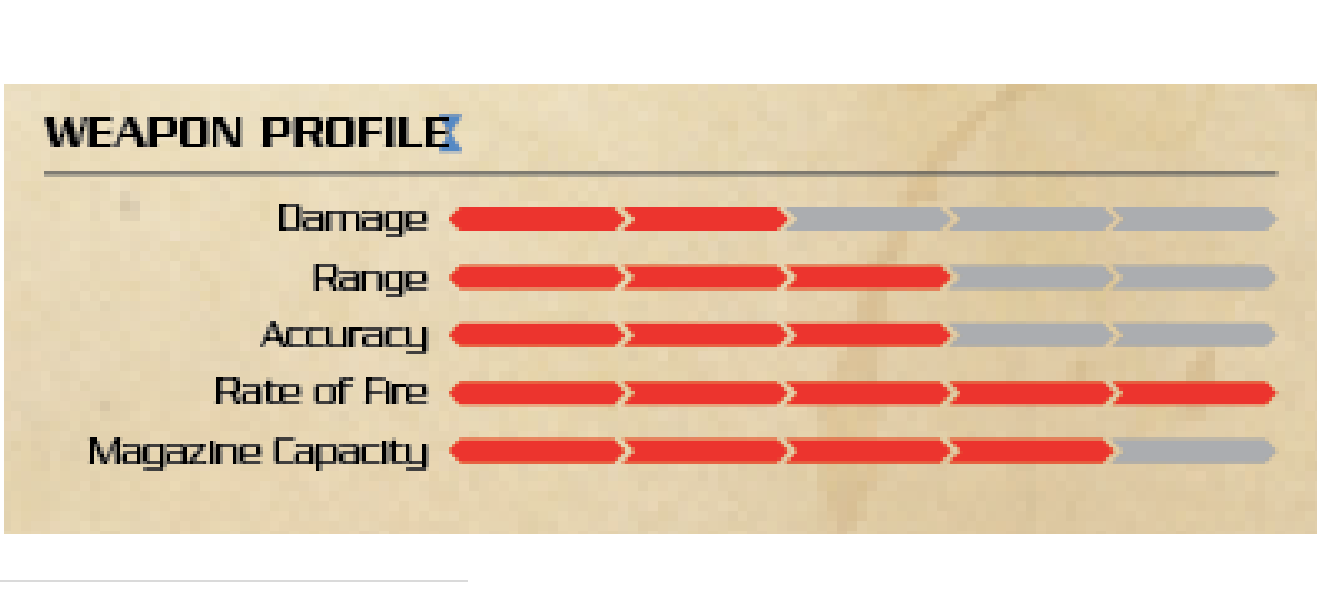
Tip

Steel-Tipped Bolts can be retrieved from your victims, so don't forget to loot those bodies to get your ammo back!

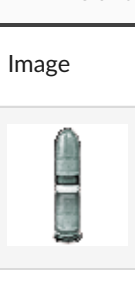
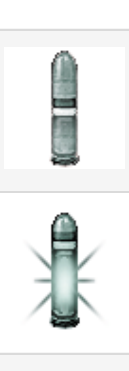
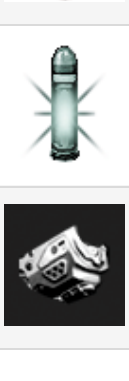
Silent But Deadly / Hat Trick

There are two achievements/trophies associated with the Striker Crossbow. Silent But Deadly requires you to stealth kill ten enemies. This is easiest by sneaking up behind mutants and driving a Steel-Tipped Bolt through their skulls. To unlock Hat Trick, you must kill at least three enemies with one Mind Controlled enemy. This can be tough, given the limited splash damage of the Mind Control Bolts. Look for groups of lightly armored enemies hiding behind cover and tag one of them with a Mind Control Bolt. Maneuver your victim as close to two other enemies as possible before triggering the explosion. This works best against enemies equipped with limited or no armor. Try it against bandits from the Ghost, Wasted, or Shrouded Clans.

Authority Machine Gun



Ammo and Upgrades

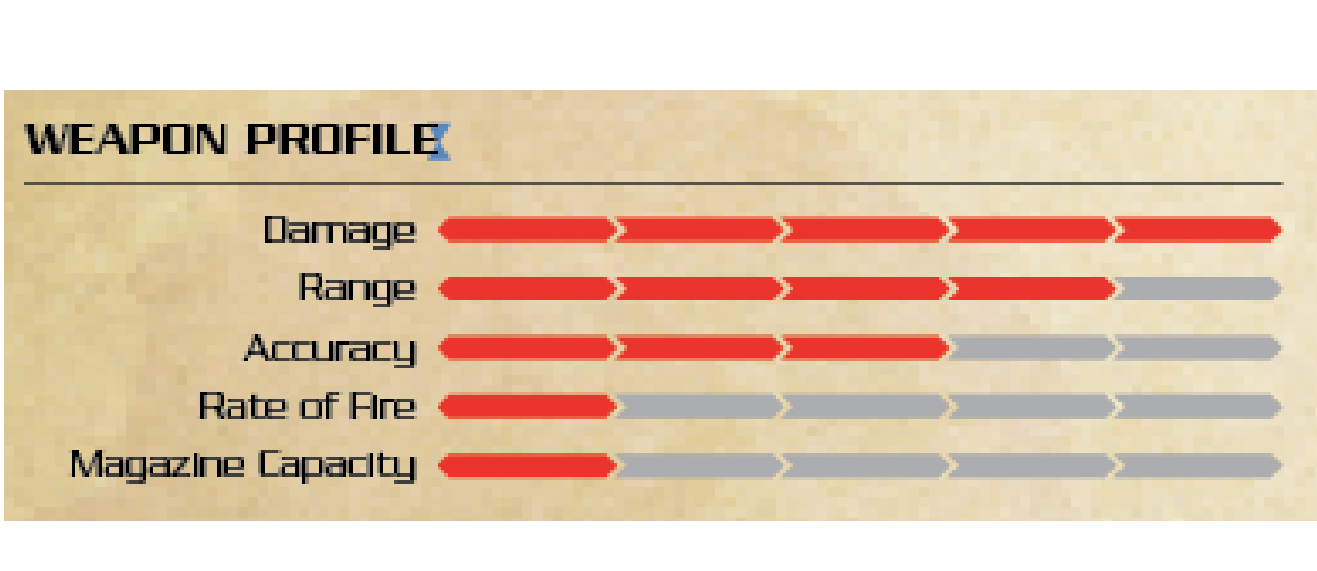
Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Authority MG Rounds	$30	40	40	Low	Standard issue enforcer rounds, all kills no frills.
	Authority AV2x Rounds	$40	40	40	Low (AP)	Pulse charged enforcer rounds. Extra effective against armored enemies.
	AMG Laser Sight	$275	1	—	—	Attaches a military-grade laser pointer to your Authority Machine Gun.

Field Notes

The Authority Machine Gun can be purchased from Coffer in Wellspring for $500. . .or you can find one in the locked closet within the Shrouded Bunker. Even if you're suckered into buying it, this weapon is worth every dollar. This is the same weapon deployed by Authority enforcers, offering a perfect balance of stopping power, rate of fire, and accuracy. Bullet for bullet, the Authority Machine Gun inflicts less damage than most of the other weapons in your arsenal, but it more than compensates with its blazing rate of fire. And unlike the Assault Rifle, this weapon exhibits far less recoil, making it easier to keep on target, even during prolonged automatic bursts. Always aim the weapon to take advantage of its integrated optical sight for quick target acquisition and improved accuracy. The AMG Laser Sight upgrade makes the weapon even more accurate. Beyond the visible laser on the weapon, the upgrade works at an internal level to stabilize the weapon, helping ensure your rounds hit where you're aiming.

There are two types of ammo available for the Authority Machine Gun. The standard Authority MG Rounds are the most common, and best deployed against unarmored enemies like bandits from the Ghost, Wasted, and Shrouded Clans. Make a habit of looting dead Authority enforcers to find more of these rounds, because they're not very cheap. When it comes to actually engaging Authority enforcers, opt for the Authority AV2x Rounds. These advanced bullets have AP properties, ideal for disabling the heavy body armor worn by enforcers—they can even power down the energy shields carried by some enforcers. The Authority AV2x Rounds are less common and cost more, but they're by far the best way to cut through enforcer armor—at least until you get the Authority Pulse Cannon.

Rocket Launcher

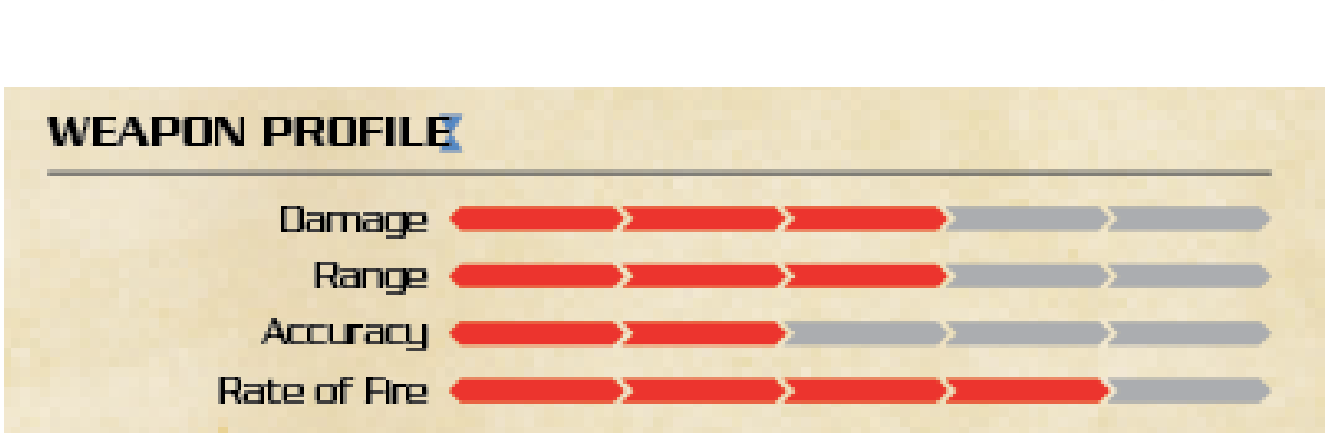


Field Notes

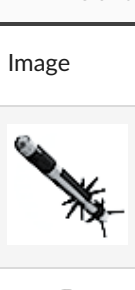
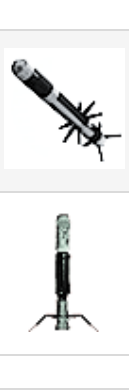
When you must inflict as much damage as possible, the Rocket Launcher is the right tool for the job. This is first available in the Dead City when fighting the mega mutant. The encounter with the mega mutant gives you an idea of how powerful this weapon is. Reserve this weapon for fights against bosses and large mutants, like the launcher mutant or tentacle mutant. The Rocket Launcher can bring these enemies down fast. However, this is a dangerous weapon and can pose a threat to you as well as your prey. Never fire the weapon in tight quarters. The blast radius of each rocket round is large and may injure (or kill) you if you're not careful. Make sure there's at least a dozen meters between yourself and the intended target to avoid an embarrassing death.

The Rocket Launcher fires two different types of rockets. The HE Rockets are tipped with a high-explosive warhead and serve as general-purpose munition for targeting personnel and vehicles. However, there is no guidance system for this rocket. It simply travels in a straight line and detonates upon contact with any object. Still, when targeting vehicles through the weapon sight, there's a triangle icon that appears near the moving target, helping you gauge where to fire the rocket to score a hit. Line up the triangle with the circle in the middle of the screen before firing. The Viper Rockets do have a guidance system and can lock on to enemy vehicles. If you find yourself on foot in the Wasteland, load Viper Rockets and attain a lock before firing at bandit vehicles. Aim the Rocket Launcher to bring up the weapon sight and wait for a the rocket to lock on before firing—you'll know you've locked on when the brackets around the triangle icon begin flashing. Once locked and fired, the Viper Rocket flies skyward, eventually diving down on its target from a high angle and exploding upon contact. If you don't achieve a lock with a Viper Rocket, it simply flies in a straight line, like an HE Rocket. Outside of targeting enemy vehicles, the Viper Rockets don't have much use—and you should never attempt to attack enemy vehicles on foot anyway. Save some money and stick with HE Rockets.

Authority Pulse Cannon



Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	HE Rockets	$75	5	4	Extreme	When it absolutely must die, settle for nothing less.
	Viper Rockets	$100	5	4	Extreme	Smart seeking rockets of doom! Targets vehicles only.

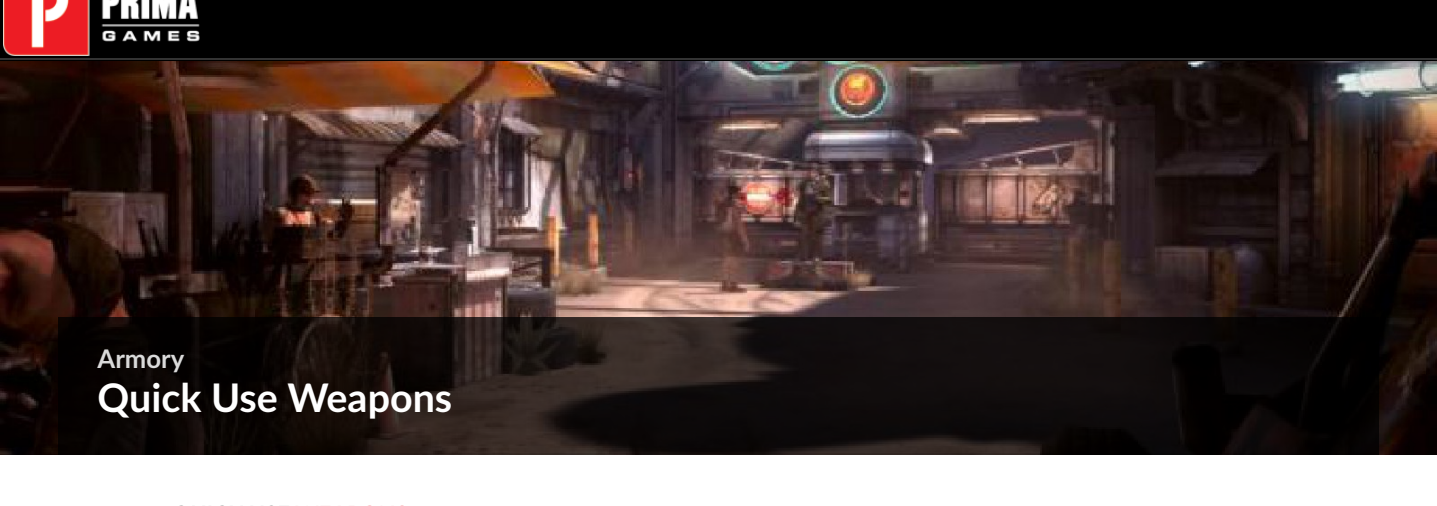
Ammo and Upgrades

Image	Name	Cost	Quantity	Mag. Capacity	Damage	Description
	Authority Pulse Rounds	$150	100	200	Moderate	Feltrite-infused rounds of death. Handle with care.
	BFG Rounds	$200	1	1	Extreme	Ultra potent, highly unstable, and extremely deadly ball of plasma.

Field Notes

The Authority Pulse Cannon is, without a doubt, the most devastating weapon available, ideal for punishing enforcers and Authority mutants. Unfortunately, you don't acquire this weapon until near the end of the campaign. It's provided to you by Portman shortly before you infiltrate Capital Prime. This hulking weapon benefits from a rotating barrel configuration fed by a large 200-round box magazine. The multiple barrels allow the weapon to maintain a high rate of fire without overheating. Simply hold down the trigger and the weapon will continue firing until the magazine runs dry.

There are two types of ammo available for the Authority Pulse Cannon. In its default, fully automatic state, the weapon fires Authority Pulse Rounds. These high-velocity bullets have a Feltrite core, capable of effortlessly penetrating the toughest armor in the Wasteland. Enforcer body armor doesn't stand a chance against these rounds—a sustained burst can even wear down enforcer energy shields. Simply swing the weapon toward your target and pull the trigger until all threats are on the ground. Make a habit of reloading the weapon after each engagement. It takes approximately four seconds to load a fresh magazine, so make sure you handle this business when you're not under fire. The weapon's BFG Rounds take destruction to a whole new level. Hold down the trigger to charge up a blue ball of plasma at the end of the weapon. Once the ball reaches critical mass, it flies off in the direction you're aiming and vaporizes anything within your field of view. Such devastation comes at an economical and tactical price. Each BFG Round costs $200 and only one can be loaded at a time, so you must completely reload the weapon after each shot. Unless you're facing multiple static targets at range, it's better to simply keep firing the Authority Pulse Rounds. In the time it takes you to load, charge, and fire one BFG Round, you can usually mow down half a dozen targets with Authority Pulse Rounds. Plus, BFG Rounds leave nothing behind but scorch marks where your enemies once stood, meaning no bodies to loot.



Armory

Quick Use Weapons

- QUICK USE WEAPONS

- Wingstick
- HE Grenade
- RC Bomb Car
- Sentry Turret
- Sentry Bot
- EMP Grenade
- Advanced RC Bomb Car
- Advanced Wingstick
- Advanced Sentry Turret
- Advanced Sentry Bot

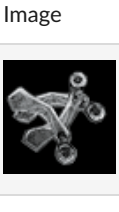
Need a little more firepower? Then look no further than these quick use items that can be quickly deployed to give you a little more offense. Some of these weapons can be purchased directly from vendors, but others must be constructed from parts using schematics. Most schematics can be purchased from vendors. Each time you buy or receive a schematic, you also acquire the parts necessary to build one item. Once built or purchased, these items can be assigned to one of the four quick use slots for easy deployment.

Don't assign weapons like Sentry Turrets, Sentry Bots, and RC Bomb Cars as your quick use items. These weapons are easily deployed from the inventory screen. Simply access the inventory screen when you want to deploy one of these weapons. This pauses the game, giving you the chance to select the item from the inventory screen. Select the weapon, then choose the use option. When you return to the game, the item you selected now appears. Reserve your four quick use slots for weapons that require more precise targeting, like Wingsticks and grenades. It's also wise to reserve a quick use slot for Bandages.

Wingstick

Description: Smart flying death blades. Not for use with dogs. . .
Cost: $25 for 5
Sell Price: $3 each
Schematic Cost: $50

Wingstick Ingredients (Builds 15)

Image	Name	Cost	Quantity	Description
	Steel Blades	$15	1	The sharp parts of a Wingstick.
	Hardware Packet	$20	1	Random collection of nuts and bolts.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.

Field Notes

The Wingstick is perhaps RAGE's most iconic weapon, consisting of three blades and a Nano-core for smart targeting. Complete the Wingstick Mastery side quest offered by Loosum Hagar at the start of the campaign to get your first batch of Wingsticks. Halek won't sell you any Wingsticks until after you've completed Loosum's side quest. This thrown weapon functions similar to a boomerang, returning to the thrower after flying several meters. But unlike a boomerang, the Wingstick's sharp blades are ideal for lopping off the heads of your enemies. These work best against unarmored targets like mutants. However, if you throw the weapon at close range, it may become embedded in a target's skull or body. In the case of a mutant, be sure to loot its body before it disintegrates, destroying your Wingstick in the process. Also, avoid throwing Wingsticks in narrow corridors or confined interiors. Wingsticks tend to ricochet when making contact with walls and other solid objects, sending them flying in an unpredictable direction with a small chance of returning to your hand.

Decapathon

Use Wingsticks to decapitate a total of ten enemies to unlock the Decapathon achievement/trophy. This is easiest against mutants or bandits who aren't wearing helmets, like those from the Ghost Clan.

HE Grenade

Description: For when you don't care about making a mess.
Cost: $20 for 5
Sell Price: $4 each
Schematic Cost: N/A

Field Notes

This is a standard high-explosive hand grenade, perfect for taking out multiple enemies during frantic firefights. As with any explosive weapon, you must take care to avoid injuring (or killing) yourself. When you press and hold down the quick use button, a small white meter appears at the center of the screen, filling from left to right. The meter indicates how much time is left before the grenade explodes. If you hold down the button too long, the grenade will explode in your hand, potentially killing you, depending on your chosen difficulty level. Always throw the grenade before the meter is full. For best results, wait until the meter is about half full, then throw it at your target—this is called cooking a grenade. Your enemies will notice any incoming grenades and attempt to run away. By cooking a grenade, you give your enemies less time to respond to the threat, helping ensure they're caught in the blast. Also, notice how HE Grenades bounce when thrown. The detonator is purely fuse-based and does not explode upon impact with any surface. This allows you to bounce grenades off walls and other surfaces, useful when you don't want to expose yourself to incoming fire. HE Grenades are extremely powerful, vaporizing all targets within their modest blast radius—don't expect to find any bodies to loot.

RC Bomb Car

Description: Best idea a 12-year-old ever had.
Cost: N/A (Can only be built)
Sell Price: $65 each
Schematic Cost: N/A (Provided by Sheriff Black)

RC Bomb Car Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Explosive Pack	$20	1	Makes things go boom!
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	RC Car Kit	$30	1	All the pieces you need to make a remote controlled car. Assembly required.

Field Notes

Initially, the Shrouded Clan developed these explosive remote controlled cars, using them to terrorize their enemies and anyone else they felt like messing with. But Sheriff Black uncovered the schematics for these cars, allowing you to build them—the schematic is provided at the start of the Destroy the Bomb Caches job. Once you've built and deployed an RC Bomb Car, the camera switches to a third-person view behind the miniature vehicle. The controls work just like driving a vehicle, complete with a boost option. However, pay attention to the car's signal strength meter at the bottom of the screen. If you drive too far away, the signal strength drops. If the signal is completely lost, you lose control of the RC Bomb Car and it detonates on its own. As long as the signal strength remains strong, you can keep driving around and detonate it at any point. If you don't want to detonate it, simply choose the exit option. This stops the vehicle, and returns the camera to the default first-person perspective—you can now pick up the RC Bomb Car and return it to your inventory. This gives you the opportunity to use RC Bomb Cars as reconnaissance vehicles, scouting out areas before advancing. RC Bomb Cars are small, and can drive into tight spaces such as ducts and drains. If you can't fit into an opening, your RC Bomb Car probably can. Experiment with RC Bomb Cars to explore areas you can't reach. In combat, RC Bomb Cars will often get the attention of your enemies, prompting them to open fire and run away. Use the boost function to get in close to your targets before they can either get away or destroy the car.

Three Birds, One Bomb Car

Drive an RC Bomb Car into a large group of enemies and detonate it. If you manage to kill at least three enemies with the explosion, you unlock the Three Birds, One Bomb Car achievement/trophy.

Sentry Turret

Description: Set it and forget it!
Cost: N/A (Can only be built)
Sell Price: $80 each
Schematic Cost: $125

Sentry Turret Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Ordnance Pack	$12	1	A collection of bullets and slugs used to cause a whole lot of carnage.
	Turret Barrel	$18	1	The business end of a lead-spewing turret.
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.

Field Notes

The Sentry Turret Schematic can be purchased from Coffer in Wellspring for $125. Once you have the schematic, you can start cranking these out. Instead of buying the parts to build Sentry Turrets, gather them during your adventures to cut down on the production cost, otherwise they cost $84 if you have to buy the parts from a vendor. These tripod-mounted turrets can dish out some serious damage, automatically acquiring and attacking targets on their own. They're best deployed against large waves of mutants. Simply stand back and let your Sentry Turret do all the dirty work. But Sentry Turrets have a limited lifespan, as indicated by the power meter on the left side of the screen. The more rounds they fire, the more energy they consume until they eventually cease functioning. Even after a Sentry Turret ceases functioning, you can still salvage it for parts, usually recovering the Turret Barrel. More parts can be salvaged if you interact with the Sentry Turret while it still has energy—the more energy it has, the more parts are salvaged. Sentry Turrets are also vulnerable to melee attacks. If a mutant or bandit is fortunate enough to get close enough, the enemy can knock over a Sentry Turret, effectively disabling it. Stand guard and make sure no enemies get close enough to touch your little friend.

Keep 'Em Coming

To unlock the Keep 'Em Coming achievement/trophy, you must kill five enemies with a single Sentry Turret. For best results, drop a Sentry Turret in an area with multiple mutants. Stand guard and blast any mutants that attempt to knock over the Sentry Turret, giving it a chance to score the requisite five kills.

Sentry Bot

Description: The best walking and shooting robot this side of the apocalypse.
Cost: N/A (Can only be built)
Sell Price: $85 each
Schematic Cost: $175

Sentry Bot Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Ordnance Pack	$12	1	A collection of bullets and slugs used to cause a whole lot of carnage.
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.
	Hardware Packet	$20	1	Random collection of nuts and bolts.

Field Notes

The Sentry Bot is a completely autonomous spider-like robot that follows you around and attacks your enemies. Coffer sells the Sentry Bot Schematic for $175 in Wellspring. It's a steep price to pay early on, but if you can gather the necessary parts during your adventures, the buy in isn't so bad. Sentry Bots are much more durable than their stationary Sentry Turret counterparts—you can view the unit's health in the red meter on the left side of the screen. In addition to shooting enemies with a minigun-like automatic weapon, they can also use their sharp front legs to perform melee attacks. Think of Sentry Bots as a viscous but loyal guard dog that will always watch your back. They do have a mind of their own, however, and will charge into battle even if you don't want them to. You can deactivate a Sentry Bot by simply interacting with it. At this point you salvage any reusable parts and add them to your inventory. As with the Sentry Turret, the more health a Sentry Bot has, the more parts are salvaged when interacting with it.

Passive Aggressive

This achievement/trophy is awarded for scoring three kills with a single Sentry Bot. This is easiest to earn when a Sentry Bot is deployed amongst a large group of mutants. Mutants are the easiest enemies for a Sentry Bot to kill.

EMP Grenade

Description: Powerful electro-magnetic pulse that can disrupt unshielded electronics.
Cost: $45 for 3
Sell Price: $10 each
Schematic Cost: N/A (found in Authority Prison)

EMP Grenade Ingredients (Builds 3)

Image	Name	Cost	Quantity	Description
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.
	Feltrite Power Pack	$12	1	Feltrite-powered fuel cell.
	HE Grenade	$12	3	For when you don't care about making a mess.

Field Notes

EMP Grenades are the best way to disable any electronic-based piece of equipment. You can find the EMP Grenade Schematic inside the Authority Prison or you can purchase EMP Grenades already assembled from a vendor. These hand-thrown weapons function just like HE Grenades—you can even cook them by holding down the quick use button before throwing them. But instead of detonating with shrapnel, these specialized grenades emit a powerful electro-magnetic pulse, frying any electronics within their blast radius. These grenades are the best way to disable the generators found in most Authority installations, like the Authority Prison. EMP Grenades are also very effective at disabling enemy Sentry Bots, Sentry Turrets, and the energy shields carried by some enforcers. The electronic-enhanced body armor worn by enforcers is also vulnerable to EMP attacks. Once exposed to EMP, enforcers are much easier to kill, causing their body armor to quickly fall apart with each hit.

Advanced RC Bomb Car

Description: Best idea a 12-year-old ever had, now with EMP!
Cost: N/A (Can only be built)
Sell Price: $65 each
Schematic Cost: N/A (Provided by Phallinx Hagar)

Advanced RC Bomb Car Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Explosive Pack	$20	1	Makes things go boom!
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	RC Car Kit	$30	1	All the pieces you need to make a remote controlled car. Assembly required.

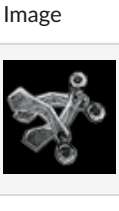
Field Notes

If you're not paying close attention, you can totally miss out on this upgrade. To get the Advanced RC Bomb Car Schematic, you must complete a job from the job boards called, A Proposition—this only appears after you've completed the Destroy the Bomb Caches job for Sheriff Black. The job sends you back to the Hagar Settlement where Phallinx Hagar has a side quest (RC Prototype) requiring you to return to the Shrouded Bunker to steal a new RC Bomb Car prototype. Once you come back with the prototype, Phallinx awards you with the upgraded schematic. The Advanced RC Bomb Car works exactly the same as its predecessor. However, when detonated, it emits a powerful EMP blast along with its normal explosion. This makes it very effective against Authority units, particularly the enforcers carrying energy shields. The EMP blast is also strong enough to disable Authority generators. Think of it as a more complex alternative to your EMP Grenades.

Advanced Wingstick

Description: Smart targeting just got smarter.
Cost: N/A (Can only be built)
Sell Price: $2 each
Schematic Cost: $275

Advanced Wingstick Ingredients (Builds 15)

Image	Name	Cost	Quantity	Description
	Steel Blades	$15	1	The sharp parts of a Wingstick.
	Hardware Packet	$20	1	Random collection of nuts and bolts.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.

Field Notes

Shortly after arriving in Subway Town, you can purchase the Advanced Wingstick Schematic from Jani. Even if you didn't buy the original Wingstick Schematic, you can buy this one. These upgraded Wingsticks are equipped with an advanced Nano-core capable of targeting up to three separate enemies with one throw. Toss one of these Wingsticks into a crowd of enemies and watch it go to work. Initially the Wingstick flies in the direction you threw it, but after hitting the first target, it seeks out targets of its own before returning to your hand. Advanced Wingsticks are constructed from the same parts as standard Wingsticks. Outside the cost of the schematic, there's no reason not to upgrade your arsenal. Once you own the schematic, you can only construct Advanced Wingsticks.

Advanced Sentry Turret

Description: Set it and forget it! Part 2.
Cost: N/A (Can only be built)
Sell Price: $80 each
Schematic Cost: $330

Advanced Sentry Turret Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Ordnance Pack	$12	1	A collection of bullets and slugs used to cause a whole lot of carnage.
	Turret Barrel	$18	1	The business end of a lead-spewing turret.
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.

Field Notes

The Advanced Sentry Turret is an upgraded variant of the standard unit, benefiting from a laser sight and a wider field of view. You can purchase the schematic for this devastating weapon from Jani in Subway Town. You do not need to own the Sentry Turret Schematic to buy this one. This weapon can be constructed from the very same parts as the regular Sentry Turret, but this upgrade version is far more effective in combat, capable of acquiring (and killing) enemies faster. The Advanced Sentry Turret also has a wider firing arc, making it harder for enemies to flank it. Still, it's best to deploy it in a spot where its back is up against a wall, corner, or other object, helping prevent enemies from knocking it over with melee attacks. However, the weapon system still has a rather limited lifespan, even if it goes untouched by enemies. Monitor its energy meter and be ready to deploy a second turret if necessary. At no point do you need to deploy two of these at the same time—one Advanced Sentry Turret can handle just about any job on its own.

Advanced Sentry Bot

Description: The best walking and shooting robot this side of the apocalypse, now with armor!
Cost: N/A (Can only be built)
Sell Price: $85 each
Schematic Cost: $375

Advanced Sentry Bot Ingredients (Builds 1)

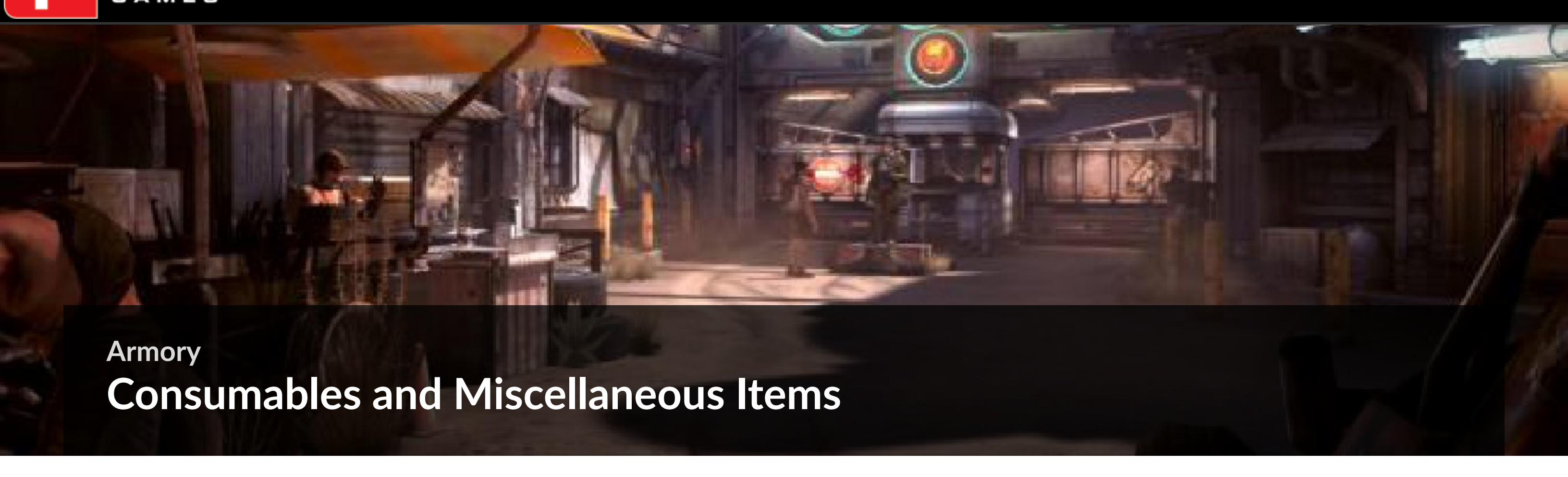
Image	Name	Cost	Quantity	Description
	Ordnance Pack	$12	1	A collection of bullets and slugs used to cause a whole lot of carnage.
	Nanotrite Conduit	$22	1	The conduit between your Nanotrites and your humanity.
	Small Battery Pack	$16	1	Perfect for powering mechanized instruments of death.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.
	Hardware Packet	$20	1	Random collection of nuts and bolts.

Field Notes

The Advanced Sentry Bot Schematic is available from Jani in Subway Town. You do not have to own the standard Sentry Bot Schematic to buy this upgraded version. Functionally, this Sentry Bot performs the same as its predecessor, attacking with a rapid-firing weapon as well as with its sharp front legs. But this variant is equipped with heavier armor, significantly increasing its lifespan. The Advanced Sentry Bot is constructed from exactly the same parts as the standard version. Outside the steep cost of the schematic, there's no good reason to pass on this worthwhile upgrade. When you're facing stiff resistance, deploy a couple of these bots to gain the upper hand. The Advanced Sentry Bot is a true force multiplier, attracting attention away from you. This not only increases your chances of survival, but it also presents new tactical opportunities. While your enemies are focused on the bots, look for ways to flank or advance.

Mechanocide

Like killing things with your devastating creations? Then go for the Mechanocide achievement/trophy. This requires you to kill a total of 100 enemies using Sentry Turrets, Sentry Bots, and RC Bomb Cars. Kills acquired with Advanced Sentry Turrets and Advanced Sentry Bots also apply to the grand total.



Armory

Consumables and Miscellaneous Items

- CONSUMABILES
  - Bandages
  - Adrenaline Overdrive
  - Apophis Infusion
  - Regenerative Infusion
  - Authority Augmenter
  - Armor Upgrades

Unlike the quick use weapons, the following items are not offensively oriented. Instead, these objects perform a variety of specialized functions, such as restoring health and breaking locks. Some of these items can be purchased from vendors, but most of them must be constructed using recipes and schematics acquired during your adventures in the Wasteland.

Bandages

Description: When Nanotrites are too slow.
Cost: $15 each
Sell Price: $12 each
Schematic Cost: N/A (Provided by Janus Outrigger)

Bandages Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Cloth Rags	$4	1	Better clean these suckers off before wrapping your injured bits in them.
	Antiseptic Formula	$8	1	Aside from its disinfecting power, it's also the main ingredient of Sally's Wellspring Martini.

Field Notes

The Bandage Recipe is provided by Janus Outrigger after completing the Where's Juno? job. Although the Nanotrites in your body heal you automatically over time, Bandages heal you instantly. It's a good idea to keep Bandages assigned to one of the four quick use slots, particularly when you are fighting a tough boss or are swarmed by multiple enemies. Bandages are essential when playing episodes of Mutant Bash TV. While you can buy already prepared Bandages from most vendors for $15 each, it's a little cheaper to make your own, costing only $12 for the two ingredients. Cloth Rags and Antiseptic Formula are quite common during your Wasteland adventures, so look for opportunities to loot these ingredients from the various locations you visit. As expected, the Hospital in the Dead City is loaded with already prepared Bandages as well as the ingredients to make more.

Adrenaline Overdrive

Description: Increases your max health for 60 seconds.
Cost: N/A (Can only be built)
Sell Price: $60 each
Recipe Cost: N/A (Provided by Ramos Outrigger)

Adrenaline Overdrive Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Bandages	$15	1	When Nanotrites are too slow.
	Night Blossom	$35	1	An example of post-apocalypse flora. Known to stimulate endorphins.
	Mutant Adrenal Gland	$12	1	Known to affect metabolic rate when properly synthesized.

Field Notes

The only way you can get the recipe for Adrenaline Overdrive is by completing the Mutant Alert side quest for Ramos Outrigger—this is available after fixing the Radio Tower and finding Juno's remains. Adrenaline Overdrive is a very powerful potion, increasing your health by 100 hit points for 60 seconds. This means you can take twice as much damage before dying or requiring defibrillation. This makes it extremely useful when taking on bosses or large groups of enemies. It's particularly handy when playing the campaign on Hard or Nightmare difficulty. Instead of assigning this specialized potion as a quick use item, simply use it from the inventory screen. The potion's most expensive ingredient is Night Blossom. However, you can find Night Blossom growing in the Wasteland—harvest the plant from the swamp near Crazy Joe's shack. If you can find Night Blossom for free, you can make a good profit from selling Adrenaline Overdrive, even if you have to buy the Bandages and Mutant Adrenal Glands.

Lock Grinder

Description: Grinds locks until they break open.
Cost: N/A (Can only be built)
Sell Price: $72 each
Schematic Cost: N/A (Provided by Johan Outrigger)

Lock Grinder Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.
	Hardware Packet	$20	1	Random collection of nuts and bolts.
	Small Gears	$36	1	Sprockets and cogged wheels salvaged from machines long forgotten.

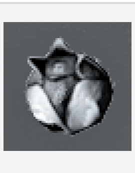
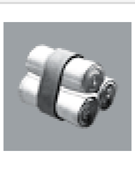
Field Notes

At the start of the Find the Buggy Parts job, Johan Outrigger gives you the Lock Grinder Schematic as well as the necessary parts to make one. Lock Grinders are required to break into locked doors. You can usually find some worthwhile loot behind locked doors, so never enter a new area without the parts to build at least two Lock Grinders. Electrical Wire Kits and Hardware Packets are relatively easy to find in the Wasteland, but Small Gears are less common. While they're not cheap, consider buying some Small Gears if you don't have any. Even if you pay full price for the parts of a Lock Grinder, you'll usually get your money back by looting (and selling) whatever's on the other side of a locked door. Such items may include ammo, collector cards, Feltrite Crystals, and even weapons.

Apophis Infusion

Description: Permanently increases max health, but it tastes like ass.
Cost: N/A (Can only be built)
Sell Price: $125 each
Recipe Cost: N/A (Provided by Richard)

Apophis Infusion Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Desert Spore	—	2	Beautiful but deadly, only the buds can be consumed. Known for its curative properties.
	Bandages	$15	1	When Nanotrites are too slow.
	Night Blossom	$70	2	An example of post-apocalypse flora. Known to stimulate endorphins.

Field Notes

This is recipe that's easy to miss unless you're paying close attention. Look for an old man named Richard in the Second Chance Bar. If he's there, he always sits in the booth next to Hendrick's card table. Accept Richard's offer to complete the Miracle Cure side quest. In exchange for one Night Blossom, Richard hands over the recipe along with the ingredients to make one Apophis Infusion. Unlike Adrenaline Overdrive, Apophis Infusion permanently increases your health by 10 hit points per use. However, this potion requires a rare plant called Desert Spore. There are only 13 Desert Spores in the entire Wasteland, including the two received from Richard upon completion of the side quest and one that's only available in the Wasteland Sewers DLC.. Each batch requires two Desert Spore, meaning you can only make a total of seven Apophis Infusions for a maximum health increase of 70 hit points. If you have the Fabricator or Crimson Elite armor, you get 11 extra hit points per use for a total of 77. Finding Desert Spore can be a little tedious, but the benefit of Apophis Infusion is well worth the trouble, especially if playing the campaign on Hard or Nightmare difficulty.

Tip

Reference the Wasteland and Eastern Wasteland maps in the back of the guide for the locations of all plants, including Desert Spore, Night Blossom, and Comet Bloom.

Regenerative Infusion

Description: Increases your health regeneration rate for 90 seconds.
Cost: N/A (Can only be built)
Sell Price: $75 each
Recipe Cost: N/A (Provided by Dietrich)

Regenerative Infusion Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Bandages	$15	1	When Nanotrites are too slow.
	Night Blossom	$70	2	An example of post-apocalypse flora. Known to stimulate endorphins.
	Vial of Blueshine	$75	1	Dietrich's secret ingredient.

Field Notes

When you get to Subway Town, locate Dietrich on the top floor and complete his Abandoned Distillery side quest. As a reward, he gives you the Regenerative Infusion Recipe as well as the ingredients to make one batch. Regenerative Infusion increases the rate at which you recover from injuries. This means you can spend less time in cover healing, ideal when you're out of Bandages. However, the potion only works for 90 seconds, so this is best reserved for tough boss fights. Tactically, Bandages are cheaper and far more effective, healing you instantly. Plus, the Vial of Blueshine ingredient isn't easy to find, nor can it be purchased from Jani.

Authority Augmenter

Description: Increases the damage you inflict with all weapons for a limited time.
Cost: N/A (Can only be built)
Sell Price: $50 each
Schematic Cost: N/A (In Resistance Base)

Authority Augmenter Ingredients (Builds 1)

Image	Name	Cost	Quantity	Description
	Nanotrite Conduit	$44	2	The conduit between your Nanotrites and your humanity.
	Electrical Wire Kit	$16	1	Assorted wires, connectors, and other electrical parts.
	Feltrite Coupler	$12	1	Authority power coupler.
	Feltrite Power Pack	$12	1	Feltrite-powered fuel cell.

Field Notes

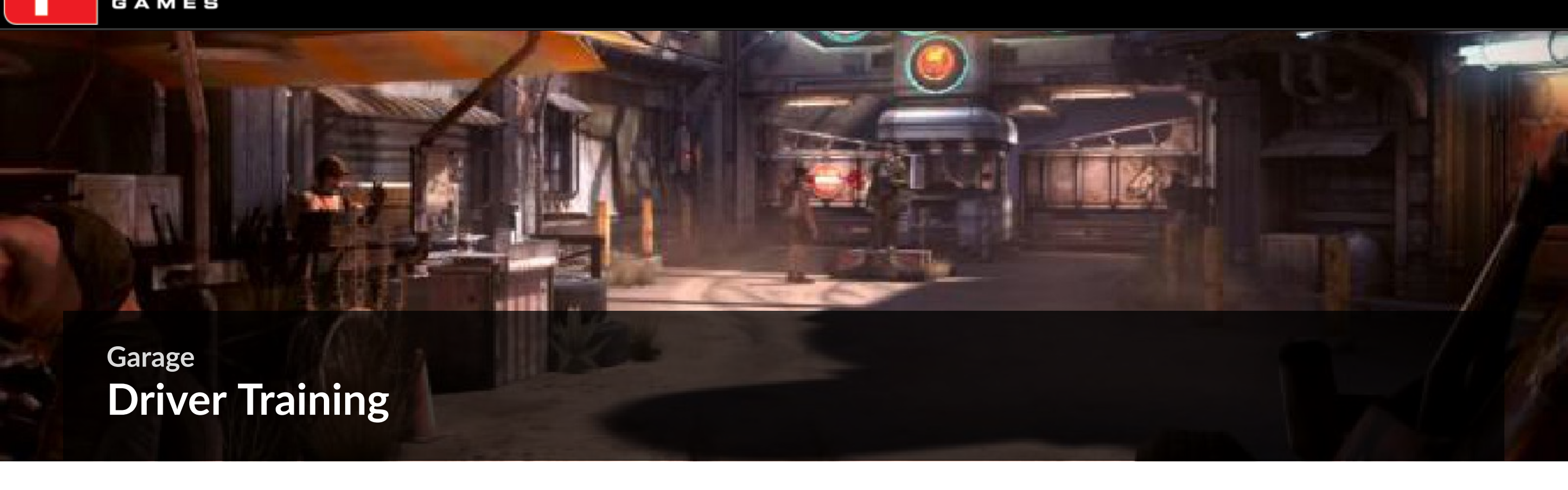
When you first arrive at the Resistance Base in Subway Town, speak with Lassard to receive the Authority Augmenter schematic. Alternately, you can find the schematic on Portman's workbench before assaulting the Authority Bridge. When used, the Authority Augmenter quadruples the damage output of your weapons for 45 seconds. See how much time is remaining by glancing at the countdown timer in the bottom right corner of the screen. The sound of your weapons also changes while the Authority Augmenter is active, providing a secondary cue. Although the Authority Augmenter is acquired late during the campaign, it can come in handy when assaulting Capital Prime. Activate it while wielding the Authority Pulse Cannon and lay waste to anything in your path. The quad damage upgrade significantly reduces the amount of ammo it takes to kill enforcers and Authority mutants. Plus, the Authority Augmenter's ingredients are relatively cheap and easy to find. By the time you have the recipe, you probably have already stockpiled a large number of the required ingredients.

Armor Upgrades

Don't pass up the armor upgrades available from Coffer and Jani. Each upgrade reduces the amount of damage dealt by incoming attacks—the more advanced the armor, the more damage it absorbs. These upgrades aren't cheap, but they're well worth the asking price, especially if playing the campaign on Hard or Nightmare difficulty. Each upgrade applied is represented by a shield icon above your character portrait on the statistics screen.

Armor Upgrades

Image	Name	Cost	Description
	Light Armor Upgrade	$250	A light upgrade to your current armor.
	Medium Armor Upgrade	$500	A medium upgrade to your current armor.
	Heavy Armor Upgrade	$750	A heavy upgrade to your current armor.

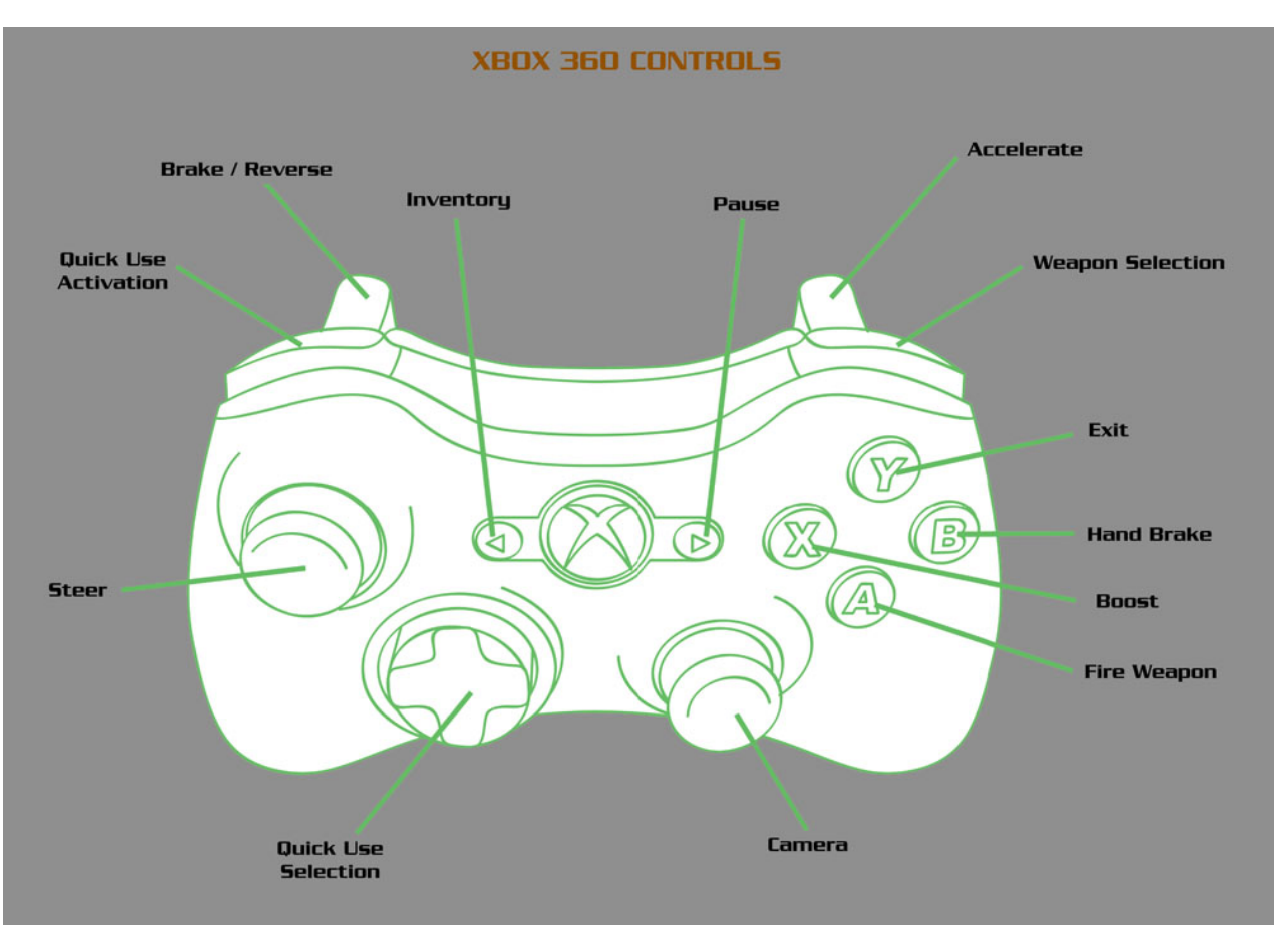


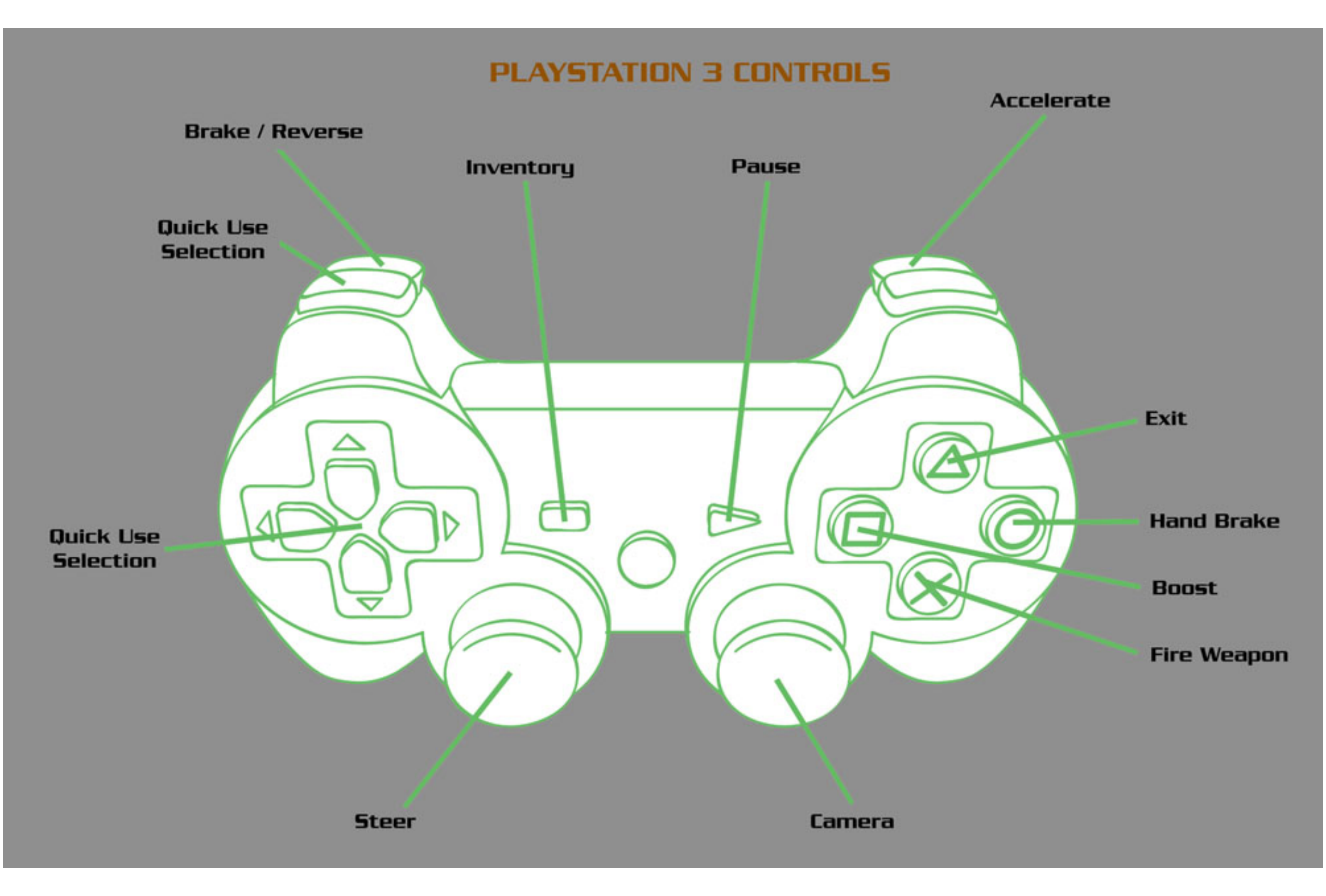
Garage

Driver Training

Before heading out for your first spin, take a moment to familiarize yourself with the driving controls. The control layout for driving is noticeably different than those while moving around on foot, but if you've played similar driving games, you'll find the layout is rather intuitive and easy to pick up. Tips for racing, vehicular combat, and quick use item selection are also detailed, helping you gain an edge over the competition.

Controls





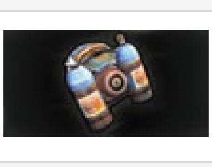
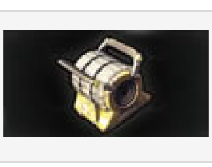
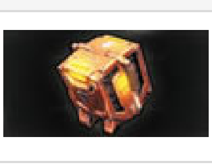
Note

If you're playing RAGE on the PC, the developers highly recommend using an Xbox 360 controller while driving. The analog controls allow for greater precision, particularly when steering.

Racing

Boost early and boost often to get ahead of the pack.

Race Pick-Ups

Image	Name	Description
	Boost Recharge	Fully replenishes your boost meter
	Minigun Ammo	Contains 200 rounds of Minigun ammo
	Homing Rockets	Contains four Homing Rockets

Racing is a big part of RAGE, especially if you want to upgrade your vehicles. You can enter a variety of races in both Wellspring and Subway Town. There are four contestants in each race, but only the top three are awarded with racing certificates: 15 for first place, 10 for second place, and 5 for third place. Racing certificates are required to purchase vehicle upgrades from Rusty and Sparky. Upgrades can turn a mediocre vehicle into an absolute speed demon, so enter a few races to earn enough racing certificates to at least purchase boost and engine upgrades. Racing is all about speed, and these upgrades offer the best performance boost, giving you a significant advantage over the competition.

But even if you don't own all the fanciest upgrades, you can still come out the winner of each race with some skill and a little luck. Boosting is critical during races, providing the necessary acceleration to get ahead of the pack. But your limited boost meter won't allow you to boost forever, so be on the lookout for Boost Recharge canisters. These blue tanks fully replenish your boost meter. By driving over enough of these canisters in quick succession, you can continue boosting for long durations. If you can hit three or four Boost Recharge canisters in a row early during a race, you'll have a much easier time taking the lead. In combat-oriented race events, you can also find ammo pick-ups. Driving over these pick-ups simply adds ammo to the corresponding weapon.

Note

Winning races isn't the only way to earn racing certificates. You can also earn them by destroying bandit vehicles for Sally and Brick, the bartenders from Wellspring and Subway Town. After each outing, visit the bars to receive your payment. You get $10 and one racing certificate for every bandit vehicle destroyed. Brick pays $20 and 2 racing certificates for every Authority Predator you take out.

Combat

Completing Wasteland challenges is a good way to earn a little extra cash.

Simply traveling through the Wasteland is a dangerous proposition. Bandits patrol the narrow dirt roads, looking to challenge anyone encroaching on their territory. Even if you aren't interested in racing, you still need to know how to defend yourself against bandit vehicle attacks. The first step is to outfit your vehicle with the best equipment you can afford. Start by increasing your vehicle's armor to increase the amount of damage your ride can take before it explodes. Also, make sure you have weapons like Miniguns or Rocket Launchers installed—don't forget the ammo either. Quick use items like Shields and Armor Restore are also important, helping you deflect incoming attacks and repair your vehicle.

Got a ramming grill? Boost head on into enemy vehicles to inflict massive damage.

When confronting an enemy vehicle, always strive to keep your front end facing the threat at all times. All weapons on your vehicle face forward, so you can only shoot enemy vehicles that are directly in front of you. The weapons have limited tracking ability, capable of panning left and right a few degrees, but you still need to keep enemy vehicles in your sights to target them. When an enemy vehicle is targeted, a red hexagonal icon appears above it. The number in the center of the red icon rates how tough the vehicle is, rated 1 to 4. Vehicles rated with a 1 are relatively weak, armed only with Miniguns. However, enemy vehicles rated with a 4 are heavily armored and likely equipped with Rocket Launchers and Shields. Always assess the strength of the enemy vehicles before engaging. If you're running low on ammo, or if your vehicle is heavily damaged, sometimes it's best to simply boost out of the area.

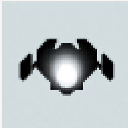
Tip

The hand brake is extremely useful during vehicle combat, allowing you to make quick 180-degree turns. After passing an enemy vehicle, apply the hand brake to spin your vehicle around so you can keep the target in your sights.

Quick Use Items

Before leaving your garage, assign quick use items for your vehicle.

Vehicle Supplies

Icon	Name	Cost	Quantity	Description
	Minigun Ammo	$25	200	Ammunition designed to fit any class of vehicle-mounted Miniguns.
	Homing Rockets	$40	8	Ammunition designed to work with all vehicle-mounted Rocket Launchers.
	Pulse Ammo	$60	6	Ammo for the Advanced Pulse Weapon on the Monarch vehicles.
	Drop Mine	$25	5	Drop an explosive surprise in the track of unwary bandits.
	Shield	$30	3	A glowing shield of energy that prevents all damage to your vehicle for a short time.
	Aftershocker	$45	2	Releases a burst of energy that sends enemy vehicles flying to fiery destruction.
	Armor Restore	$85	1	Fully repairs all vehicle damage.
	Escort Bomb	$65	4	Automated bomb car programmed to target the closest enemy.
	Hover Turret	$45	3	Weaponized hovercraft that fires on enemy vehicles.

When visiting a vehicle parts vendor, be sure to stock up on ammo and any other vehicle supplies you wish to use. Ammo is automatically installed, but the other items must be assigned to a quick use slot in a garage. Just like when you're on foot, you can assign up to four items to a quick use slot for easy deployment while driving. There are six different items you can choose from, but you'll use some more than others. Drop Mines are simple proximity mines that explode when an enemy vehicle drives nearby, inflicting very little damage. Shields are the most useful of the items, deploying an impenetrable force field around your vehicle for approximately five seconds—never head out into the Wasteland without at least a half dozen Shields. The Aftershocker is the most effective offensive item of the bunch, emitting a radial blast causing all nearby vehicles to flip over and explode. Armor Restore completely fixes your vehicle when activated, making it one of the most worthwhile options. Escort Bombs work similarly to Drop Mines, but instead of remaining stationary, these automated weapons seek out the closest enemy vehicle and detonate, causing minimal damage. Hover Turrets are also rather weak, automatically tracking and shooting the closest enemy vehicle—they don't do much damage, but at least they indicate the direction of the closest threat.

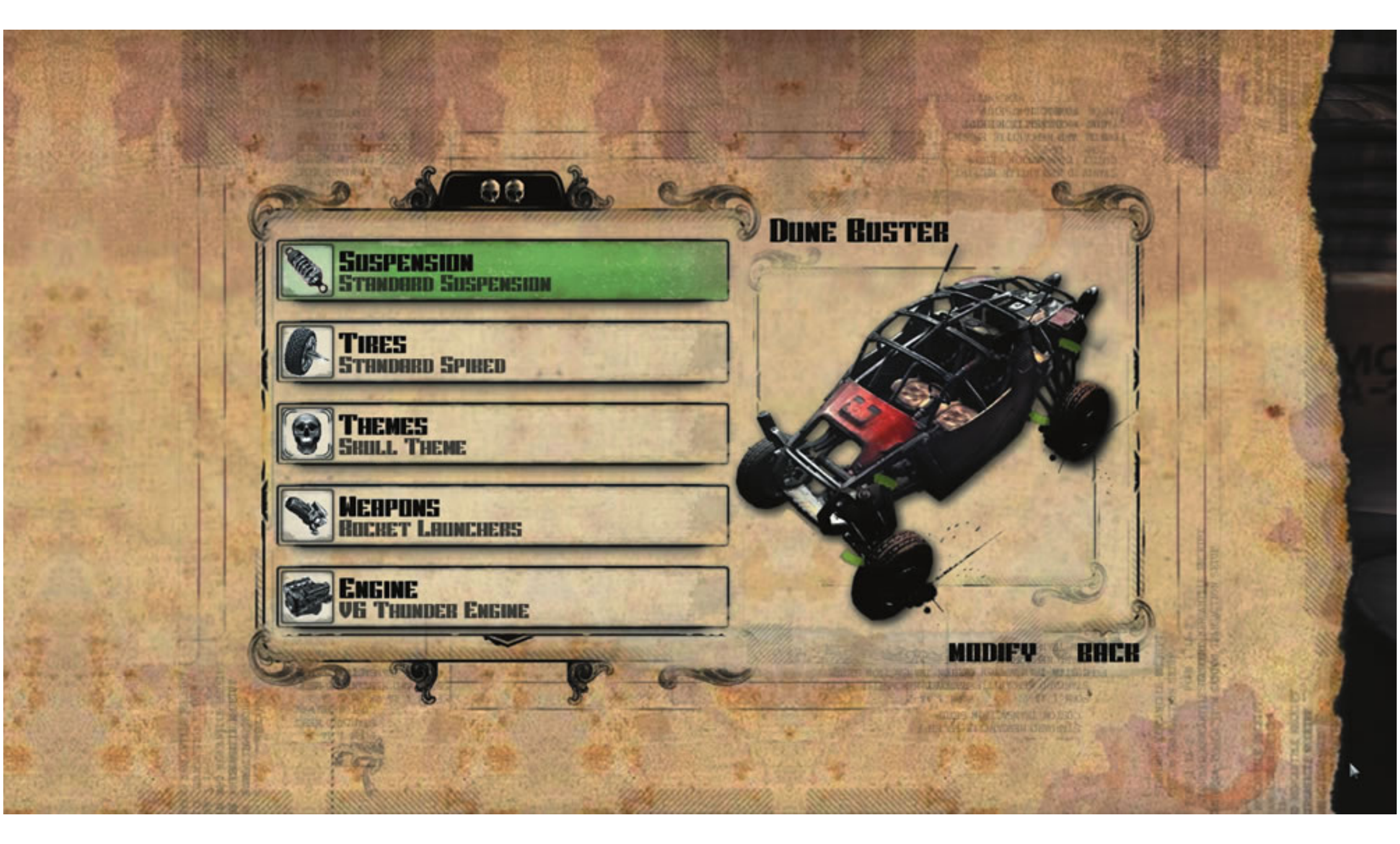
Deploy Shields whenever you're warned of an enemy lock-on. Shields can repel all attacks, but only remain active for a few seconds.

So which items are best? They're not the cheapest options, but Shields, Aftershockers, and Armor Restore are the most effective. Shields are essential when confronting enemy vehicles equipped with Rocket Launchers. When your vehicle is locked on, you get a warning indicating a rocket launch is imminent. Take this as your cue to deploy a Shield before a rocket finds you. While active, shields deflect damage from all incoming weapons. Shields are only active for about five seconds, so use them wisely. Aftershockers come in handy for taking out enemy vehicles on your flanks—enemies that your forward-facing weapons can't hit. When deployed, the Aftershocker emits a large radial blast, flipping all enemy vehicles within its blast radius, causing them to explode. Try to deploy these in tight spaces where you can score at least two kills with each Aftershocker. At a cost of $85 per unit, Armor Restore isn't cheap. However, it's much cheaper than the $150 it costs to have your vehicle towed and repaired in a garage. Always keep one Armor Restore ready, but avoid using it until your vehicle's health is extremely low to get the best bang for your buck.

Note

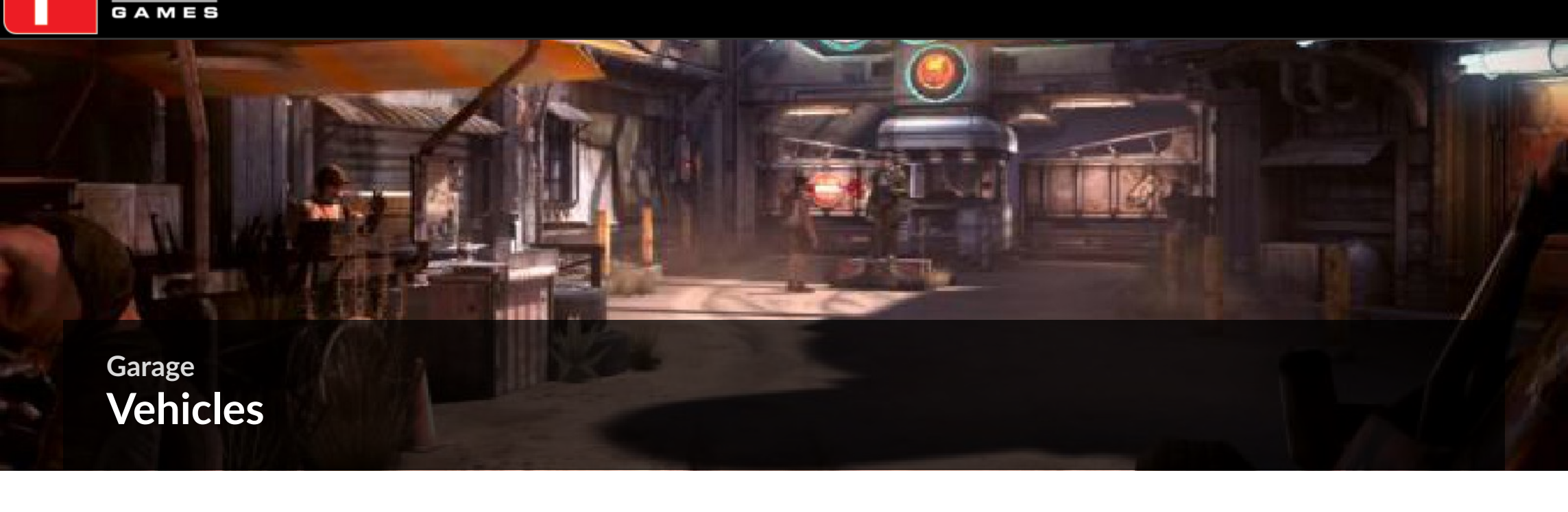
You cannot choose quick use items during races. Some races provide a certain number of quick use items, differing based on the type of race. In these races, the contestants are provided the same items and same amount of weapon ammo.

Tuning



Access the tuning screen to install parts or apply different themes to your vehicles.

You can access the tuning screen from any garage or vehicle parts vendor—just select the Tune option. By default, new parts are automatically installed on your vehicles when they're acquired, so you don't need to apply them here. But if you wish to take inventory of the parts you own or swap out new parts with old ones, you can do it all here. Simply select the part or theme you wish to modify, then select the desired part from the drop-down list to install it. There are probably only a couple of instances when you want to access this screen. One is when you want to change the themes of your vehicles, swapping out a new theme for an older one. The other is when you want to swap Miniguns and Rocket Launchers on your Dune Buster. But since all new parts are automatically installed, there's no other benefits to switching back to old parts.



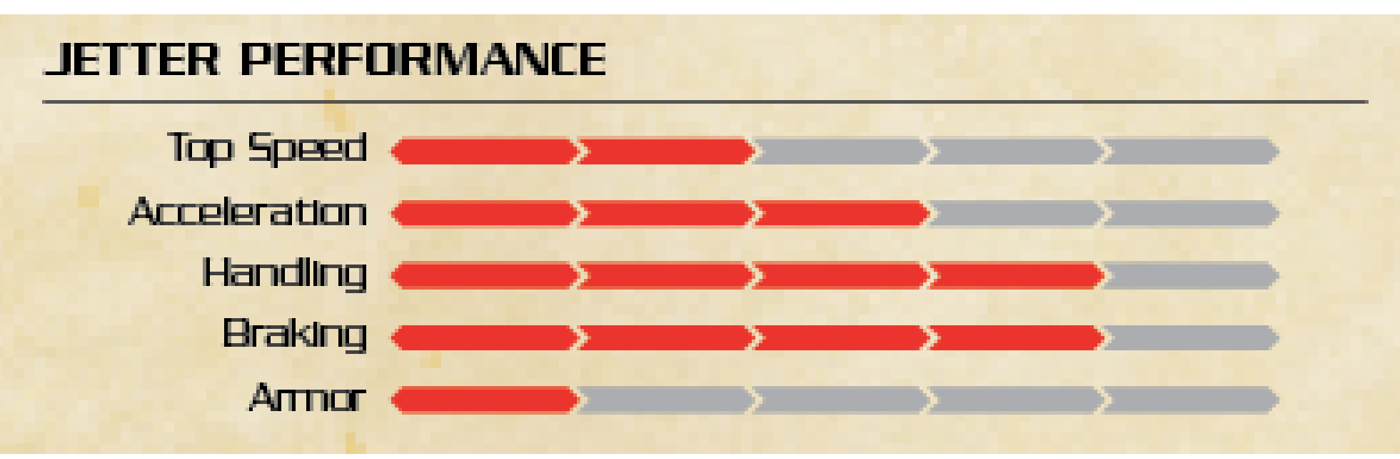
Garage

Vehicles

Vehicles

There are five different vehicles in total that you can acquire during your adventures in the Wasteland. Each vehicle comes equipped with its own set of stock parts. However, once you have access to a garage, you can tune each vehicle to your liking by installing new parts like more powerful engines, boost upgrades, better tires, and improved suspension. In this section, we take a close look at each vehicle and their upgrades. Tuning tips are also provided, helping you get the most performance possible out of each ride.

Jetter

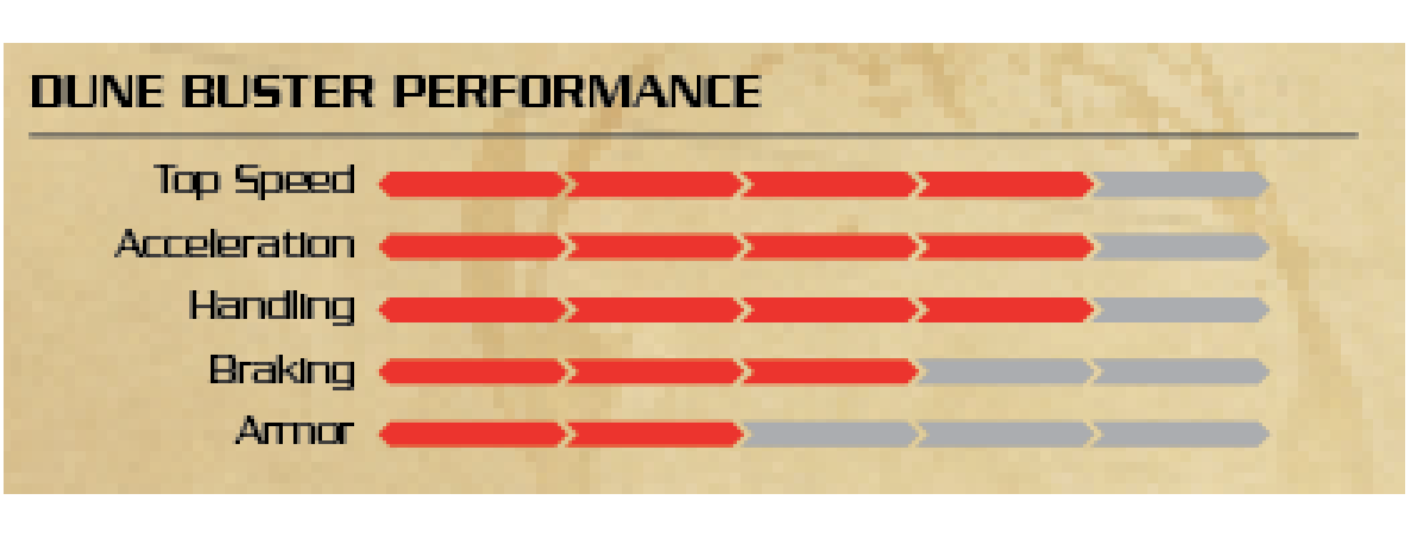


The Jetter ATV is the first vehicle you acquire in the Wasteland, provided by Dan Hagar. It is fast and very maneuverable, serving as a good training platform while you get used to the driving mechanics. Despite its small size, the Jetter is equipped with a boost function, great for rapid acceleration. However, it lacks the speed and mass to complete the various vehicle jumps—you'll need at least the Dune Buster to begin smashing those drones. While this rugged all-terrain vehicle is great for shuttling between the Hagar and Outrigger Settlements, avoid driving it beyond the barricade. The Jetter has no armor or weapons, making it extremely vulnerable to attacks by bandit vehicles and guard towers. There are also no upgrades or themes available for the Jetter either, so what you see is what you get.

Note

The Jetter is required to score field goals. Reference the Field Goals section of the Extended Play chapter to locate the goal posts and score the three field goals.

Dune Buster



The Dune Buster is a rugged little buggy that Durar Hagar has fixed up for you. You receive the Dune Buster as a reward for completing the Find the Buggy Parts job. Of all the vehicles, the Dune Buster offers the best balance of speed and maneuverability. This makes it perfect for races and other speed-based challenges. However, the vehicle has weak armor and limited weapon options, making it less than ideal for vehicular combat. Still, with the proper upgrades, the Dune Buster can hold its own in any situation.

While the Dune Buster is a nice upgrade over the Jetter, it could use a lot of work. First, you need to upgrade the Dune Buster's anemic boost. Complete Durar's Time Trial to win the Evenflow 2X Boost upgrade, doubling the boost duration. Next, you need to buy a weapon. The Dune Buster can only support one mounted weapon, either Miniguns or Rocket Launchers. Miniguns cost less and should be more than adequate for confronting bandit vehicles early during the campaign. These two upgrades should be more than sufficient for getting around the Wasteland until you acquire the Cuprino. However, if you wish to enter races, you'll want to spend a little more time upgrading the Dune Buster. Set your sights on the Evenflow Max Boost to maximize boost duration and the V6 Thunder Engine to increase the buggy's top speed. All remaining upgrades are secondary and won't greatly impact the performance of the vehicle. But if you're serious about racing, buy the Performance Spiked tires and Sport Suspension to tighten up the controls for a more responsive ride.

All costs shown in the vehicle upgrade tables are in racing certificates. You cannot purchase upgrades with cash.

Dune Buster Stock Parts

Icon	Name	Description
	Standard Suspension	The standard suspension is better than no suspension at all!
	Standard Tires	The standard tires provide little traction and no style, but they were free.
	Second Hand Theme	A hand-me-down paint theme from the Hagar Settlement.
	L4 Beetle Engine	The L4 Beetle Engine is the standard for buggy class vehicles.
	Evenflow Boost	This entry-level boost will get you going, but not for long.

Dune Buster Upgrades

Icon	Name	Cost	Description
	Miniguns	10	Get the enemy in your sights and bring the pain. Slight tracking ability.
	Rocket Launchers	20	Those bandits don't have a chance when you're packing rockets!
	Evenflow 2X Boost*	0	Same great flow, now with twice the boost!
	Evenflow Max Boost	25	Hold on tight! Here comes the maximum boost!
	Sport Suspension	20	The sport suspension upgrade provides more shock absorption for the all-terrain driver.
	V6 Thunder Engine	30	The largest, fastest, most powerful engine that you can stuff into a buggy.
	id Theme	5	One of the last reminders of a long dead race of game developers. Wear it with pride!
	Skull Theme	5	Guaranteed to make the driver look even more badass.
	Standard Spiked	15	Standard buggy tires, but now with deadly spikes!
	Performance Tires	20	Extra traction means tighter turns and better control.
	Performance Spiked	25	All the traction of the Performance tires meets all the protection of the spikes!

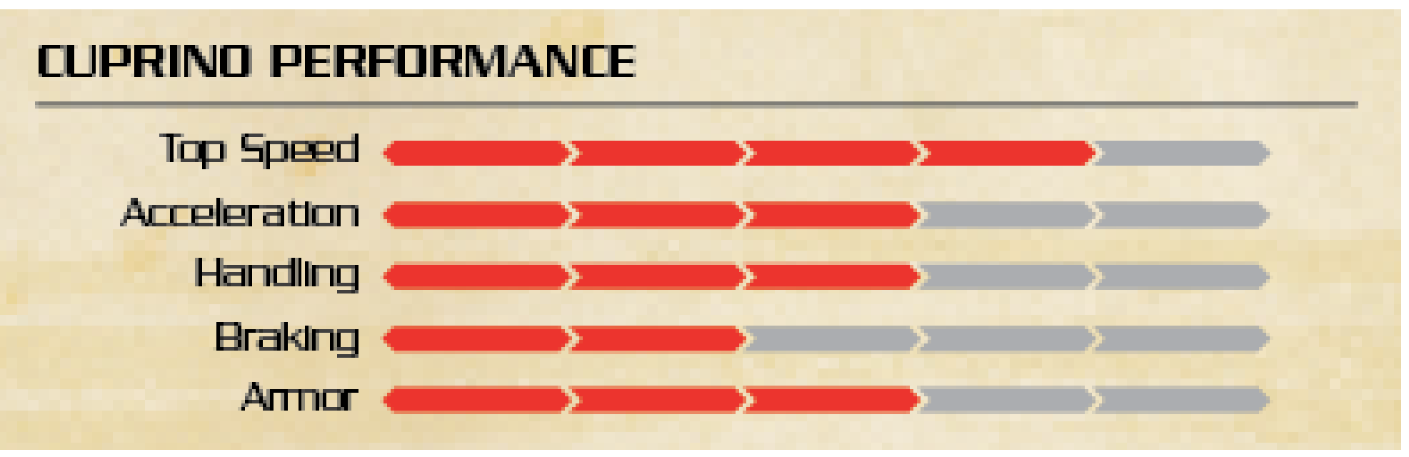
* = Complete Durar's Time Trial to win

Rat Rod (DLC)

RAT ROD
BUGGY

If you have the Anarchy Edition DLC installed, you will find the Rat Rod Buggy waiting for you in your garage once you reach Wellspring. Functionally, the Rat Rod can take approximately 50% more damage than the Dune Buster. The only differences are purely cosmetic. The two vehicles even share the same parts and upgrades with the exception of the themes—the Rat Rod has an exclusive Boar Theme. Any parts you buy for the Dune Buster are automatically applied to the Rat Rod too. Since they're both in the same class, you can also use the Rat Rod in any buggy-class races. Before starting a race, you're given the option to choose between the Dune Buster and Rat Rod. The choice to use the Rat Rod comes down to preference and style. It is one mean-looking ride!

Cuprino



Sheriff Black won't let you resupply the Northern Watch Tower until you've acquired a Cuprino by winning the Dusty 8 Sponsored Event. Powered by a thunderous V8 engine and equipped with both Miniguns and Rocket Launchers, the Cuprino is built for battle. When it comes to blasting bandit vehicles, this is the ride you want! Even with its stock parts, the Cuprino is a vast improvement over the Dune Buster when it comes to vehicular combat. However, it may take some time to get used to the weight of this somewhat cumbersome machine. Compared to the Dune Buster, it has a much wider turning radius. Braking distances are also significantly increased. So drive the Cuprino out in the Wasteland for a while before entering any races—you need time to adjust to its less-than-agile handling.

There's a wide range of upgrades available for the Cuprino, improving the vehicle's performance during races and combat. Start with the C3C Evenflow Max Boost to maximize the duration of the vehicle's boost. Early on it's also a good idea to buy the Medium and Heavy Cuprino Armor to increase the amount of damage the vehicle can take before exploding. Increasing the armor has benefits in both Wasteland combat as well as during combat-based race events. If you're looking for a bit more speed for racing, choose the V10 Cuprino engine upgrade to increase the vehicle's top speed. Or, if you're bothered by the Cuprino's wide turning radius, purchase the Performance tires or Performance Spiked tires to provide a bit more traction during tight turns.

Tip

Don't buy The Hammer grill for the Cuprino. Instead, approach Starky and take him up on his challenge. If you beat Starky in a one-on-one race, you win The Magnum ramming grill. Ramming grills can inflict massive damage on bandit vehicles, making them nice low-tech backup weapons when you're running low on Minigun ammo and Homing Rockets. Get a bandit vehicle in front of you and boost directly into them.

Cuprino Stock Parts

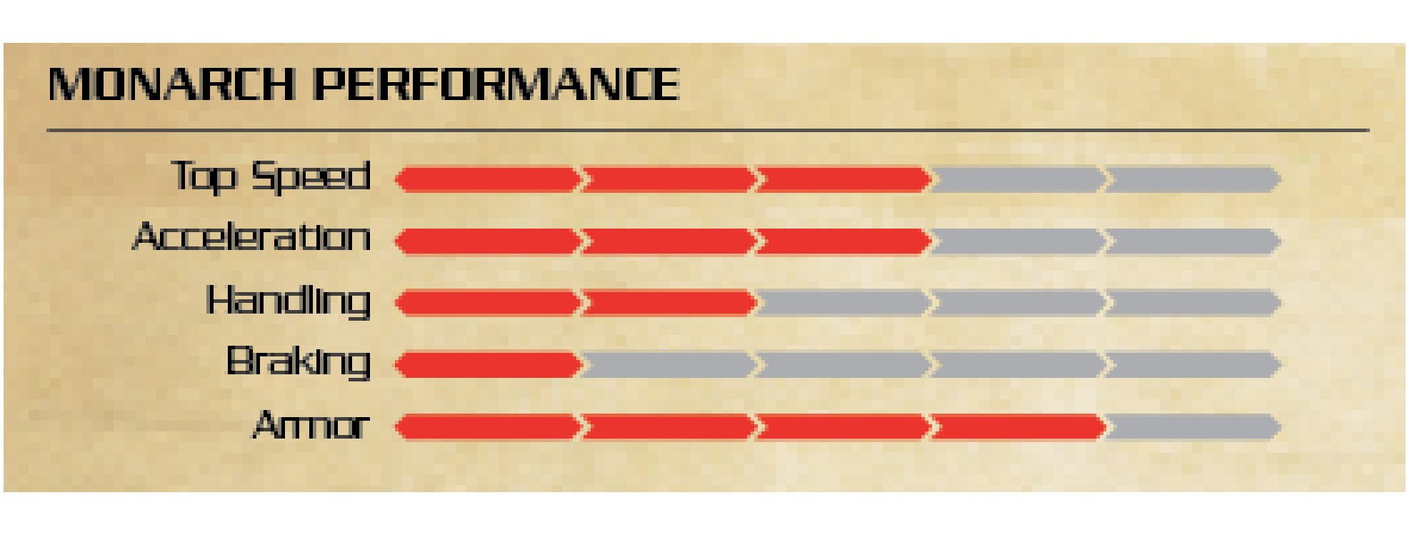
Icon	Name	Description
	C3C Standard Suspension	Standard-issue Cuprino suspension is better than nothing, but not by much.
	Standard Tires	Standard Cuprino tires with just enough tread to keep you moving.
	Basic Cuprino Armor	The entry-level armor kit for the Cuprino. It's better than nothing.
	Second Hand Theme	A no-frills basic Cuprino paint theme.
	V8 Cuprino	The entry-level Cuprino V8 engine meets the minimum racing standards, but not much more.
	C3C Evenflow 2X Boost	The Cuprino mid-level boost lasts twice as long as the standard boost.

Cuprino Upgrades

Icon	Name	Cost	Description
	Medium Cuprino Armor	15	The Cuprino's Medium Armor boasts the same weight as the Basic Armor, but twice the protection.
	Heavy Cuprino Armor	25	Cuprino Heavy Armor is crafted with Feltrite, making it the lightest Heavy Armor around.
	C3C Evenflow Max Boost	30	The maximum boost available for the Cuprino. Hold on tight!
	V10 Cuprino	45	The largest engine available for the Cuprino. Get to where you're going fast!
	The Hammer	15	Aptly named, this grill hammers enemy vehicles into little pieces.
	The Magnum*	0	The big boy of ramming grills.
	C3C Sport Suspension	35	The smoothest Cuprino ride possible.
	Orange Theme	5	A classic Wasteland look.
	Patrol Theme	5	Smells like bacon. . .anyone want donuts?
	Standard Spiked	20	These Standard Cuprino tires come with spikes for extra intimidation and defense!
	Performance Tires	25	The performance series provides the best control and turning radius for the Cuprino.
	Performance Spiked	30	All the traction of the performance series meets all the attitude of spikes!

* = Complete Starky's Challenge to win

Monarch



Covered in tank-like armor and equipped with a multi-weapon turret on the roof, the Monarch is an absolute beast. You can acquire this ride in Subway Town by beating Starky in a race pitting your Cuprino against his Monarch. Leave Starky in your dust to win the keys to his prized Monarch. The vehicle is equipped with three weapons: Miniguns, Rocket Launchers, and an Advanced Pulse Weapon. The Advanced Pulse Weapon fires a devastating energy pulse capable of destroying any vehicle with a single hit. Pulse Ammo isn't cheap, but it's by far the best way to take out bandit vehicles and Authority Predators. If you thought driving the Cuprino was difficult, you probably won't find the Monarch much easier. This is a very heavy vehicle, so prepare yourself for a wide turning radius and long braking distances. Acceleration is somewhat sluggish too, so rely on boost to get you up to speed.

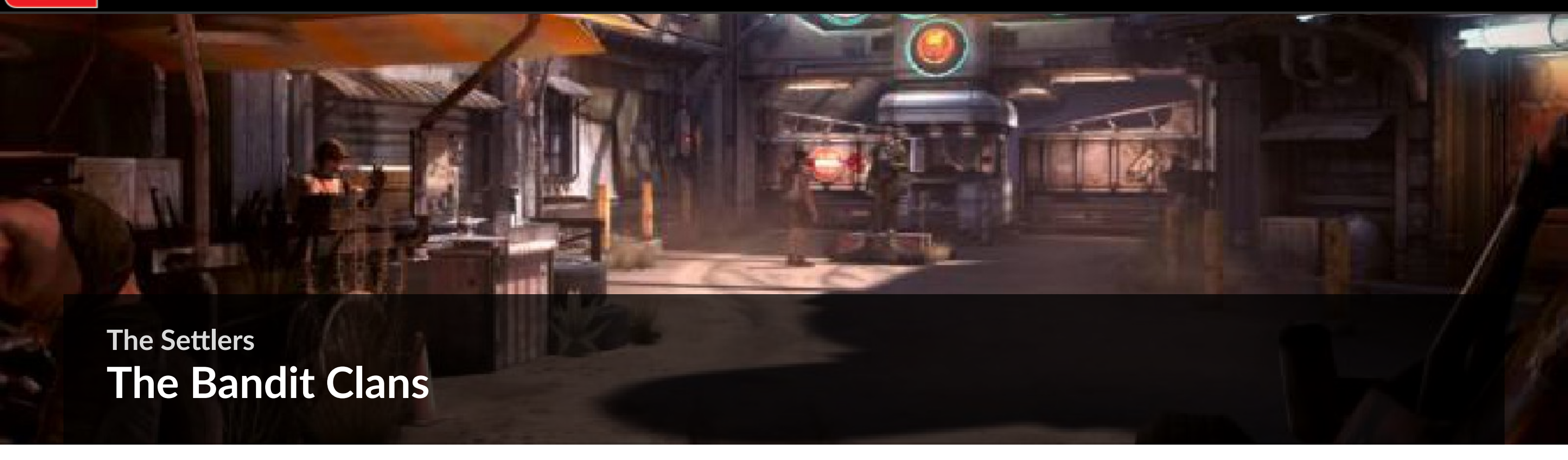
The stock Monarch as won from Starky is rather impressive, but you may want to make a few improvements. The Advanced Pure-Flow Monarch Boost is a worthwhile upgrade, maximizing boost duration. The vehicle's stock armor is sufficient for battling bandit vehicles, but strongly consider buying the Heavy Monarch Armor prior to attacking the Authority Bridge. The heavier armor allows the vehicle to better absorb the powerful attacks of Authority Predators. There are only two Monarch-class races, but if you want to put on a good show, strongly consider buying the Performance or Performance Spiked tires for improved traction and turning.

Monarch Stock Parts

Icon	Name	Description
	Standard Tires	Decent tires for driving around the Wasteland.
	Basic Monarch Armor	The Basic Monarch Armor is twice as thick as the heaviest Cuprino Armor.
	Starky's Theme	Starky thought this paint theme was cool. Do you?
	Standard Pure-Flow	Standard Pure-Flow Monarch Boost. Now you're boostin' with Pure-Flow.

Monarch Upgrades

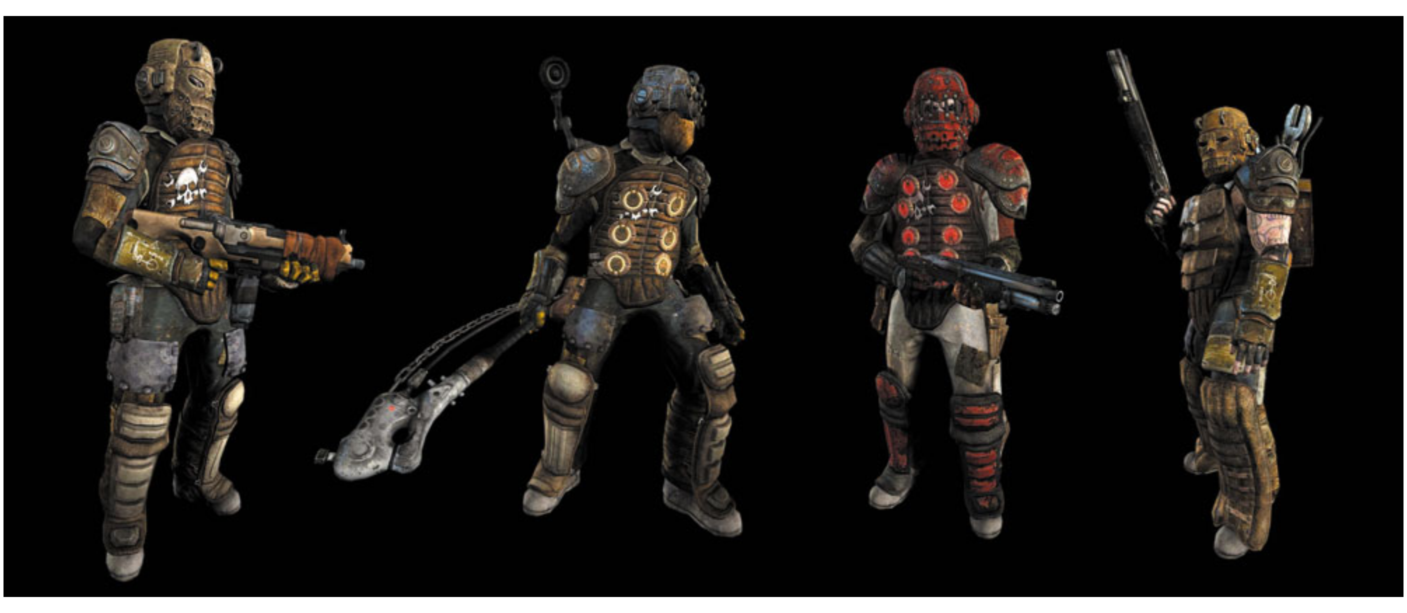
Icon	Name	Cost	Description
	Heavy Monarch Armor	30	Feltrite-reinforced Heavy Armor for your Monarch. Maximum protection!
	Advanced Pure-Flow Monarch Boost	45	The best boost in the Wasteland!
	Scorcher Theme	10	Look like one of the comet-worshipping bandits, the Scorchers.
	Standard Spiked	25	The same Monarch tires you love, but with car-slashing spikes!
	Performance Tires	30	Extra traction means tighter turns and better control for your Monarch.
	Performance Spiked	40	Extra traction and tire-popping spikes! Who could ask for more?



The Bandit Clans

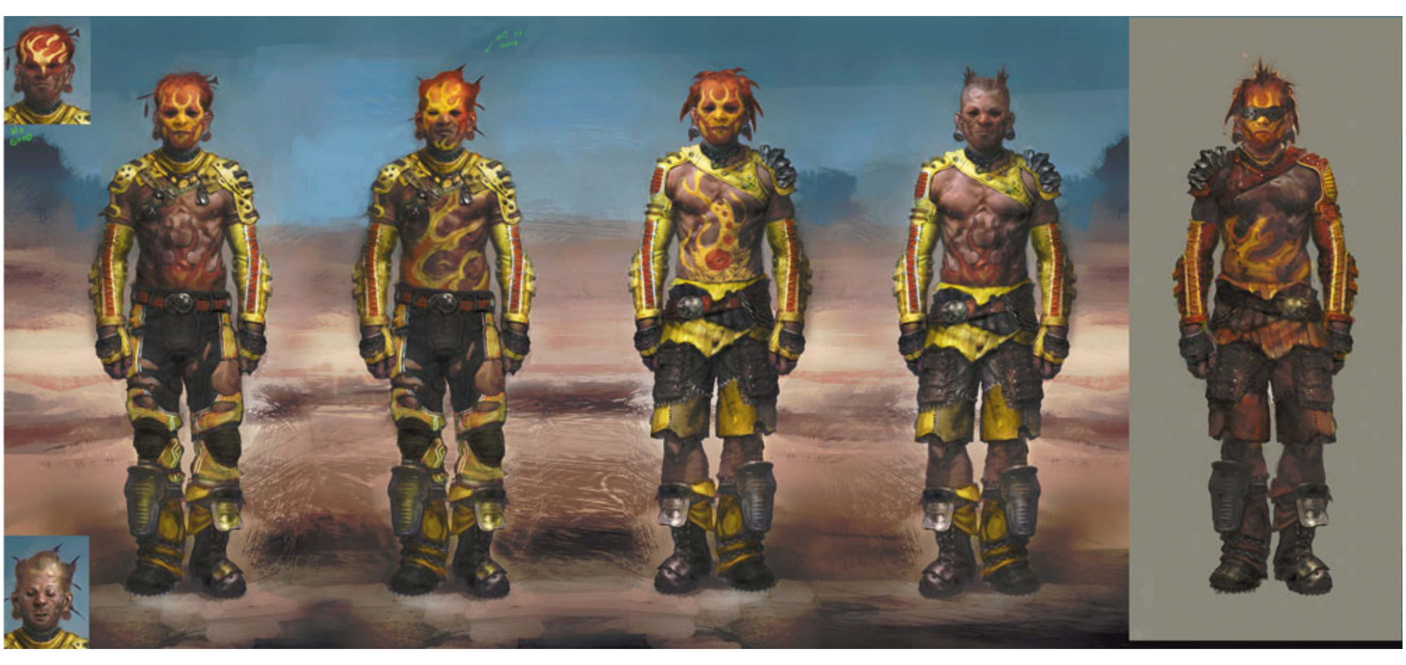
While the settlers struggle to adhere to some sense of law and order, the bandit clans are pure anarchists, answering to nobody. They do whatever they please and take what they want by any means necessary. There are six major bandit clans operating in the Wasteland. Some clans are completely barbaric, kidnapping and murdering settlers purely for thrill. Other clans take a more business-like approach, hoarding supplies and energy, only to sell them to the highest bidder. The settlers have learned that no bandits can be trusted and avoid traveling through bandit-controlled territories at all costs.

The Ghost Clan



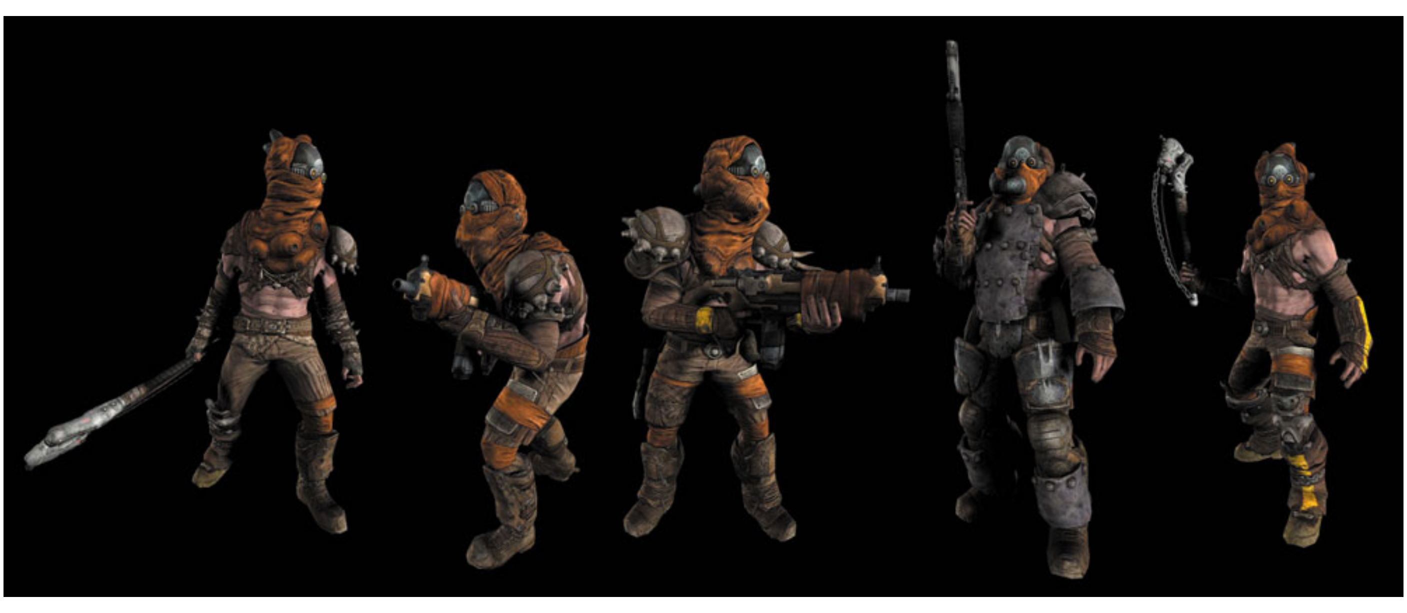
The Ghost Clan broke from the Scourge Clan because they felt they were superior, which in fact they are. Steadfast believers in the supernatural, they favor tattoos, talismans, and trinkets that serve to illustrate their beliefs. If you spend any time at all in the Wasteland, you'll see evidence of their blood rituals which, in their religion, guarantee acceptance in the afterlife. The other clans, with the exception of the Jackal Clan, fear the Ghost Clan and avoid its members at all costs. The Ghosts are fearless, but intelligent combatants, and they possess the ability to jump, crawl, and navigate their surroundings like world-class gymnasts. They attack with grace, speed, and brutality. You never know which direction they will hit you from, so when you find yourself in Ghost Territory stay sharp. They can be found in dark, forgotten, and abandoned places where they decorate their surroundings with graffiti and grisly trophies of their victims.

The Scorchers



The Scorchers worship the asteroid that destroyed the world. They believe that a demigod rode the burning rock straight into the soul of the planet, and by tapping into that energy they will become the toughest SOBs in the Wasteland. They decorate their own bodies and vehicles with images of fire and destruction. You can easily spot them in the Wasteland because of this fact, which is important because they roam like gypsies, scorching and burning everything in their path. They are led by a nasty guy named Reaver who is known for his brutality and his open hatred for the Shrouded Clan. Reaver is easy to spot in the Wasteland; his car is bright yellow with a big comet painted on the side.

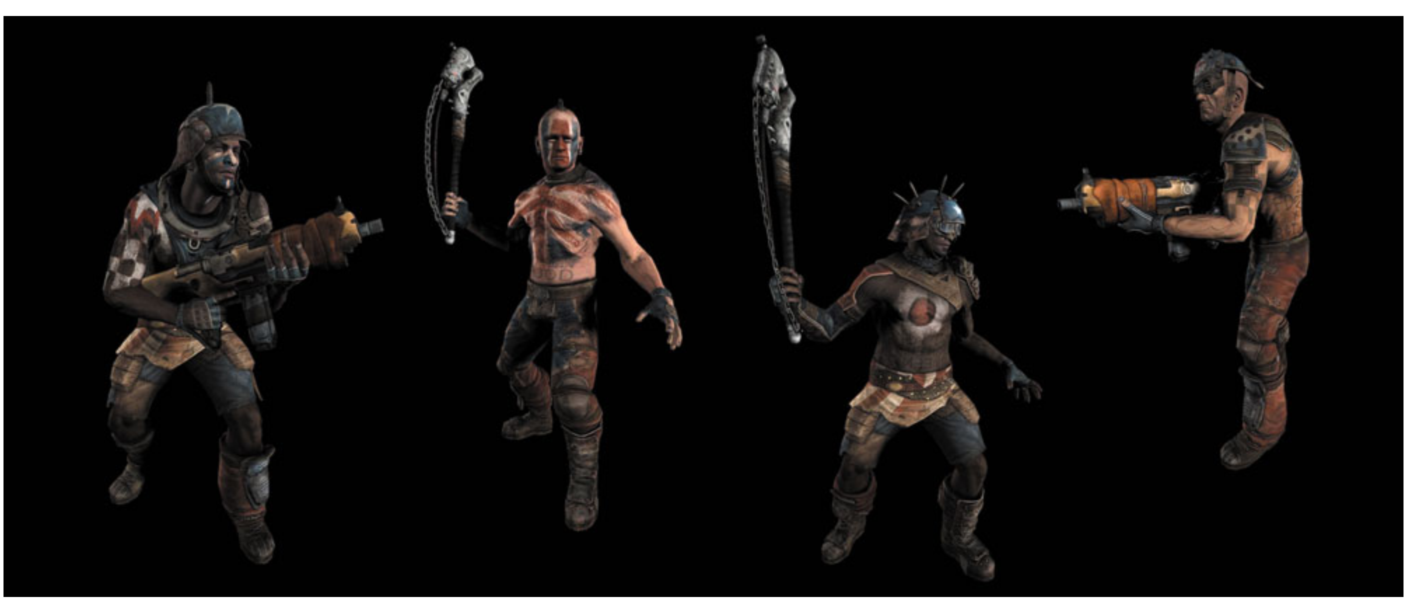
The Shrouded Clan



The Shrouded Clan is a secret offshoot of the other clans. Made up of members disillusioned by their own clans, they have come together under a veil of secrecy to hide their true identity. Though most of the current clan members have always belonged to the Shrouded Clan, the face coverings have now become a sense of identity for the clan. Within its own ranks secrecy is a prominent feature that governs its culture and management. Fear of betrayal dictates there are no factions within the Shrouded. The only way to leave the Shrouded Clan is death.

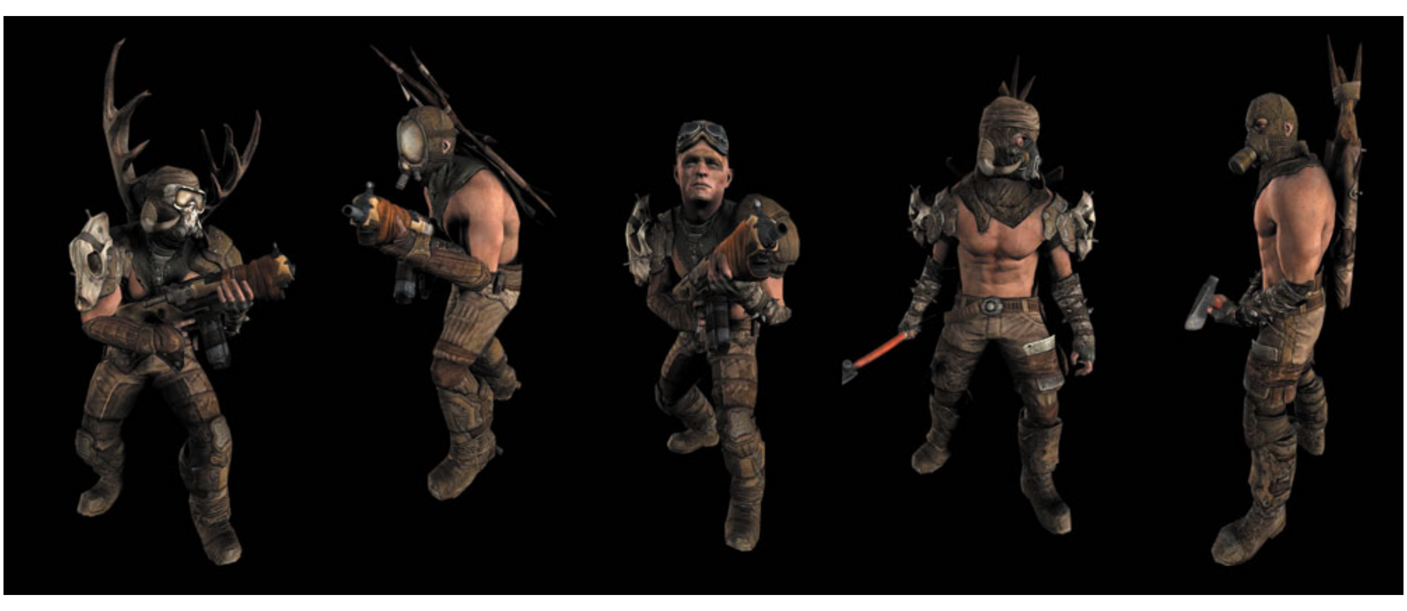
The Shrouded are more likely to install traps and secret passages into their hideouts and settlements than other clans in the Wasteland. The Shrouded are a smart bunch of bandits, capable of engineering and creating interesting and deadly devices. Their trademark device is the Remote Control Bomb Car, which is capable of long-range strikes on both vehicles and personnel who foolishly venture too close to their hideout.

The Wasted Clan



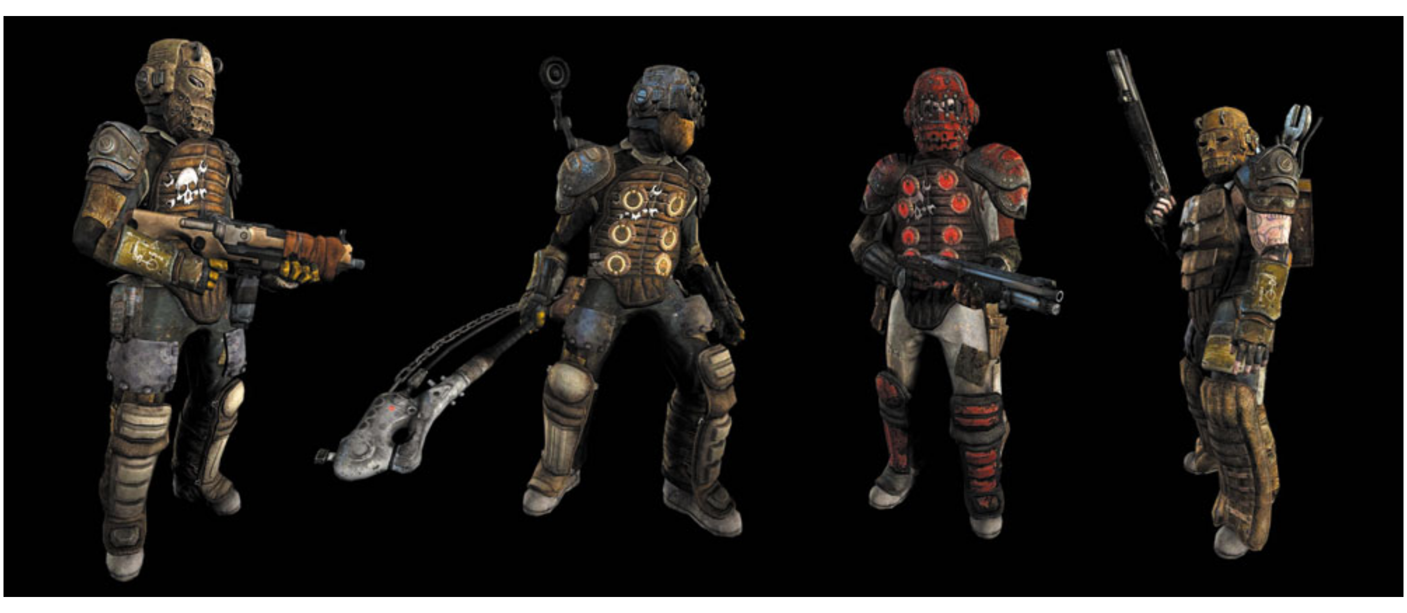
What the Wasted Clan members lack in intelligence, they make up for in personality. Decorated with tattoos and colorful body armor, these bandits use fear and intimidation instead of strategy and combat tactics. More inclined to grab a burning club and bash you over the head than hide in the dark and fight from a distance, these guys are best kept out of melee range. Loosely governed by a patriarch that changes frequently due to internal fighting, the Wasted Clan can be found almost anywhere. When you face these bandits, you'll need to be fast on your feet and watch your back—they will come at you from every direction fast and hard. They prefer industrial areas for ready access to old supplies and tools to support their primary hobbies, which include modifying vehicles, making moonshine, and performing self-inscribed tattoos. According to popular legend, the Wasted are the last remnants of the United Kingdom. God save the Queen.

The Jackal Clan



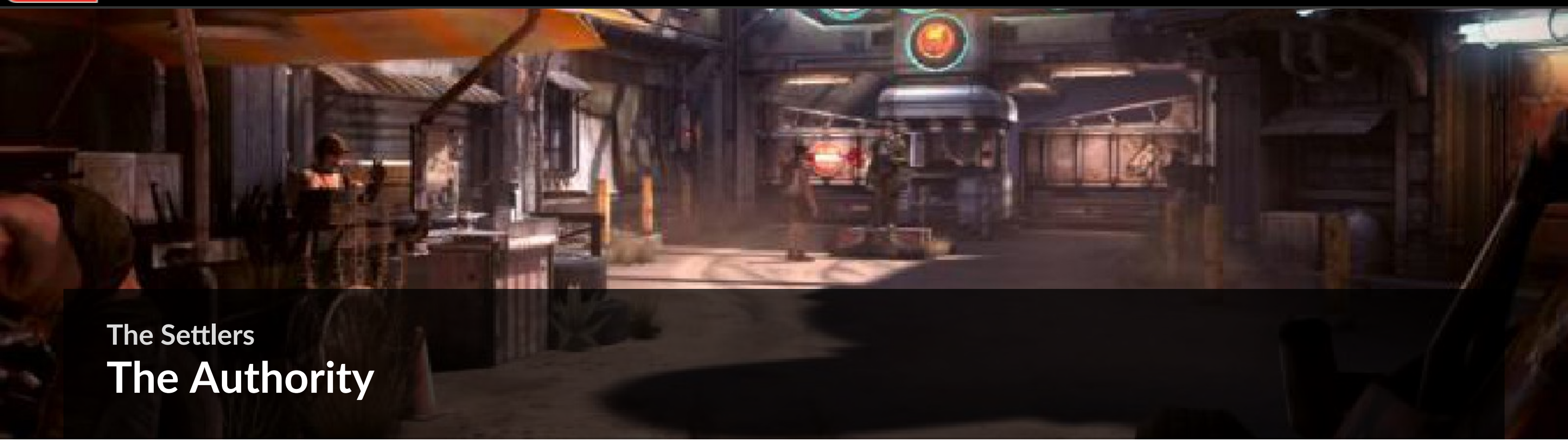
The howls in the night mark the coming of the Jackal Clan. This group of bandits are part animal and part man, a savage group of hunters and combatants. The Jackals act more like a pack of wolves on a hunt than a well-trained military force. They adorn their bodies with bones, furs, and animal pelts, making them look more animal than human. They are savage in nature and brutal in combat. The Jackals are also very strong, capable of sustaining large amounts of pain and also capable of inflicting that same amount of pain back on their enemies. The Jackals live in the canyons and caves of the Wasteland. Not a nomadic tribe, these bandits are all about territory. Once they claim a piece of land, only death will drive them from it. The Jackals have no vehicles and use only primitive machinery in their settlements. The Jackals are ruled by the leader of the pack, the alpha Jackal—the meanest, toughest, motherfucker in the bunch. A new leader emerges when he is challenged and killed.

The Gearheads



The Gearheads are the smartest bunch of bandits in the Wasteland. Not relying solely on brute force for survival, these bandits have built advanced machinery and weaponry that make them a force to reckon with. These bandits look to technology for their salvation and vow to never let "Mother Nature" destroy them again.

The Gearheads are all about power, machinery, and tools. Oddly enough, they are also the most civilized bandits in the Wasteland, surviving on selling electricity to nearby settlements. The Gearheads are happy making profits more than enemies. The Gearheads coexist quite nicely with both the settlers and the Authority. But as civilized as they may seem, they are not ones to be crossed or cheated. Eternally paranoid, these bandits are all about secrecy, building very advanced weapons to keep people away from their power plant and research.
Rumors are that these bandits acquired their technological edge from early Ark survivors. Some believe that founding members of this group may well have been Ark survivors that gave up on society and went their separate ways.

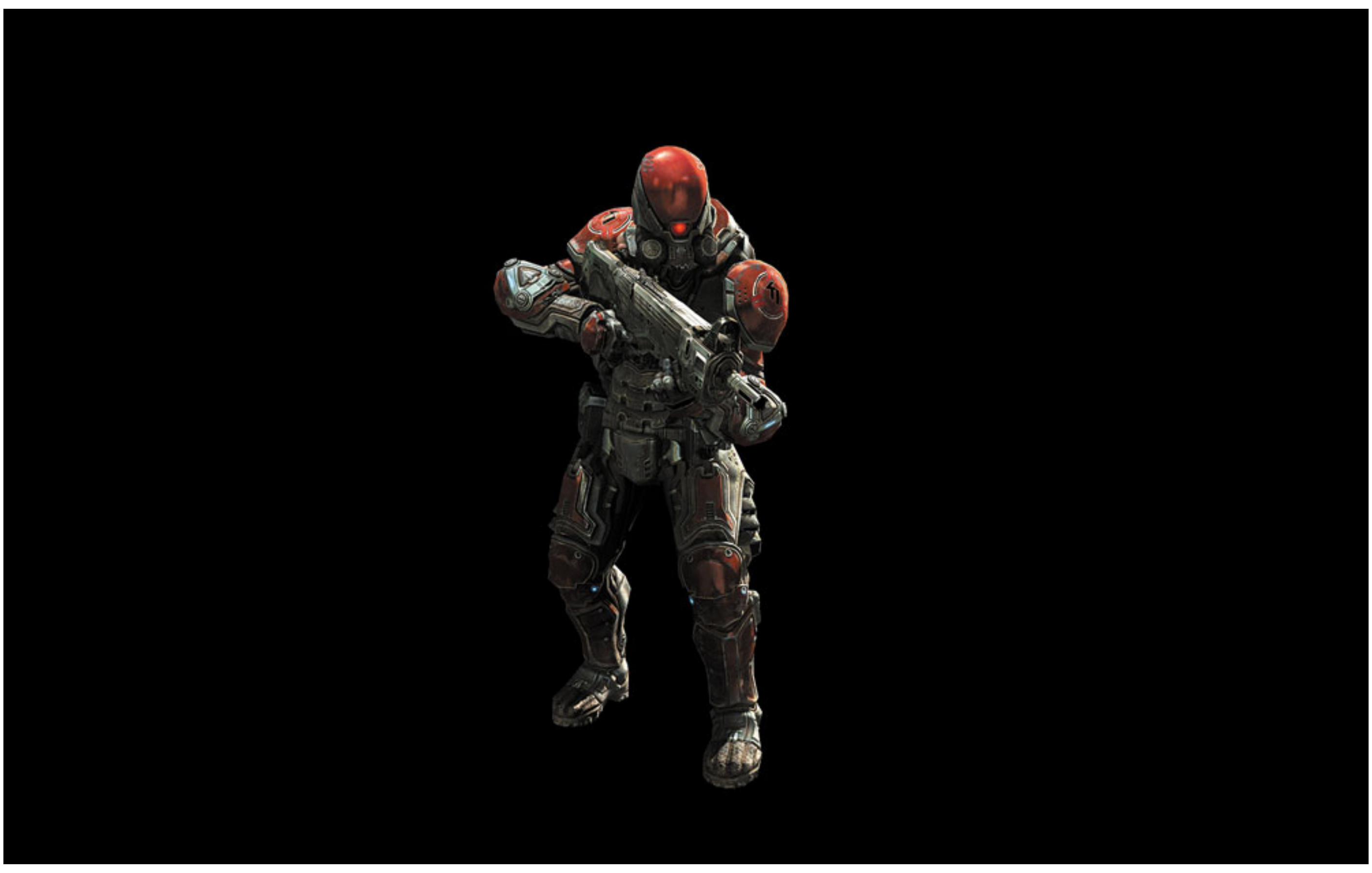


The Authority

The Authority

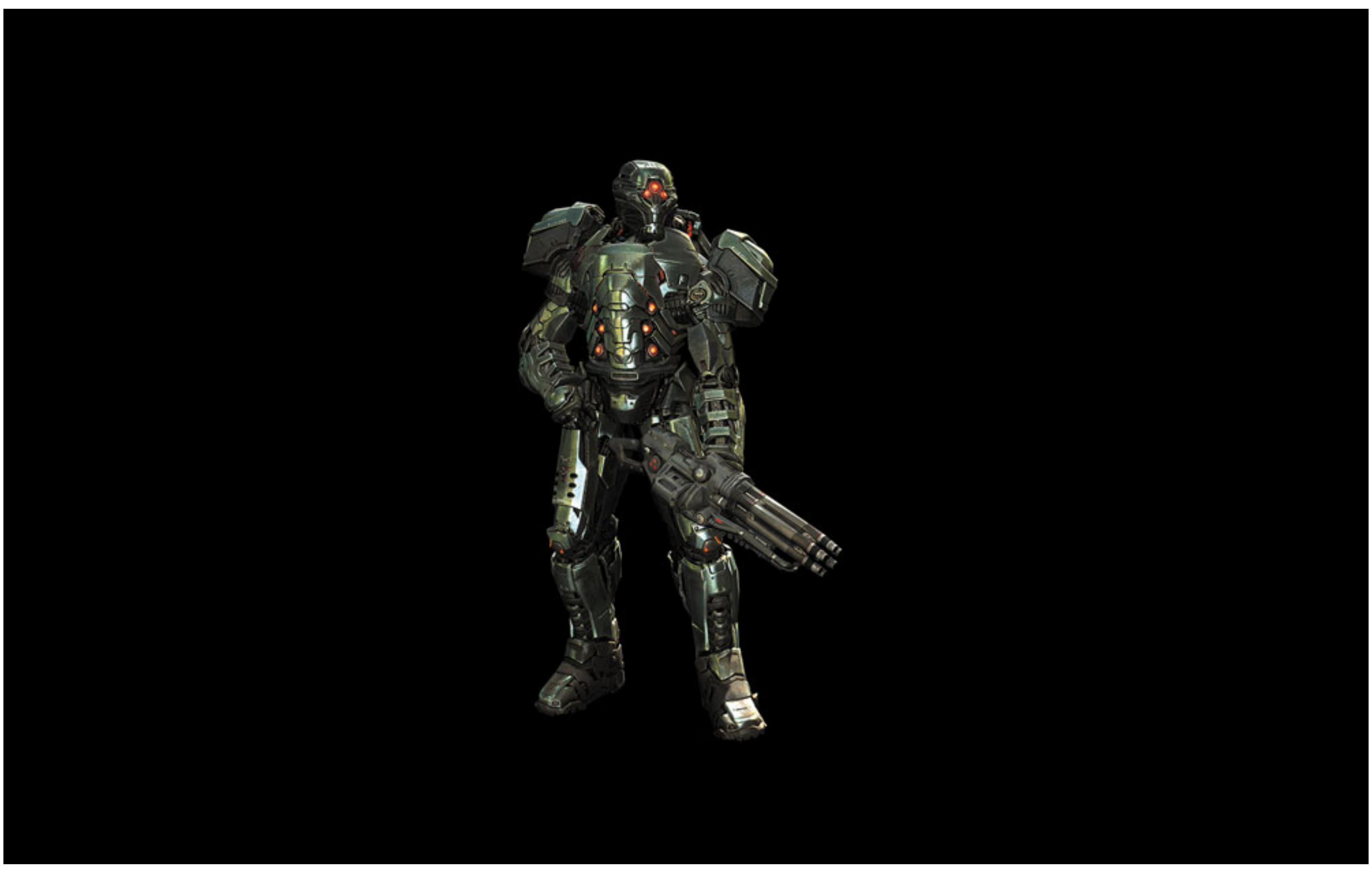
Lead by General Cross, the Authority attempts to exert complete control over the Wasteland. But for some reason, the Nanotrite-enabled humans buried during Project Eden pose a threat to the Authority's vision for the future. As a result, the Authority has placed a large cash bounty on Ark survivors. Once turned in to the Authority, it's unclear what happens to Ark survivors—they just disappear. Initially, settlers welcomed the Authority's promise to restore law and order. But despite its superior technology and firepower, the Authority has done little to rein in the bandit threat. Fueled by Resistance propaganda, distrust of the Authority has reached an all time high as rumors spread of its experimentation on mutants.

Enforcer



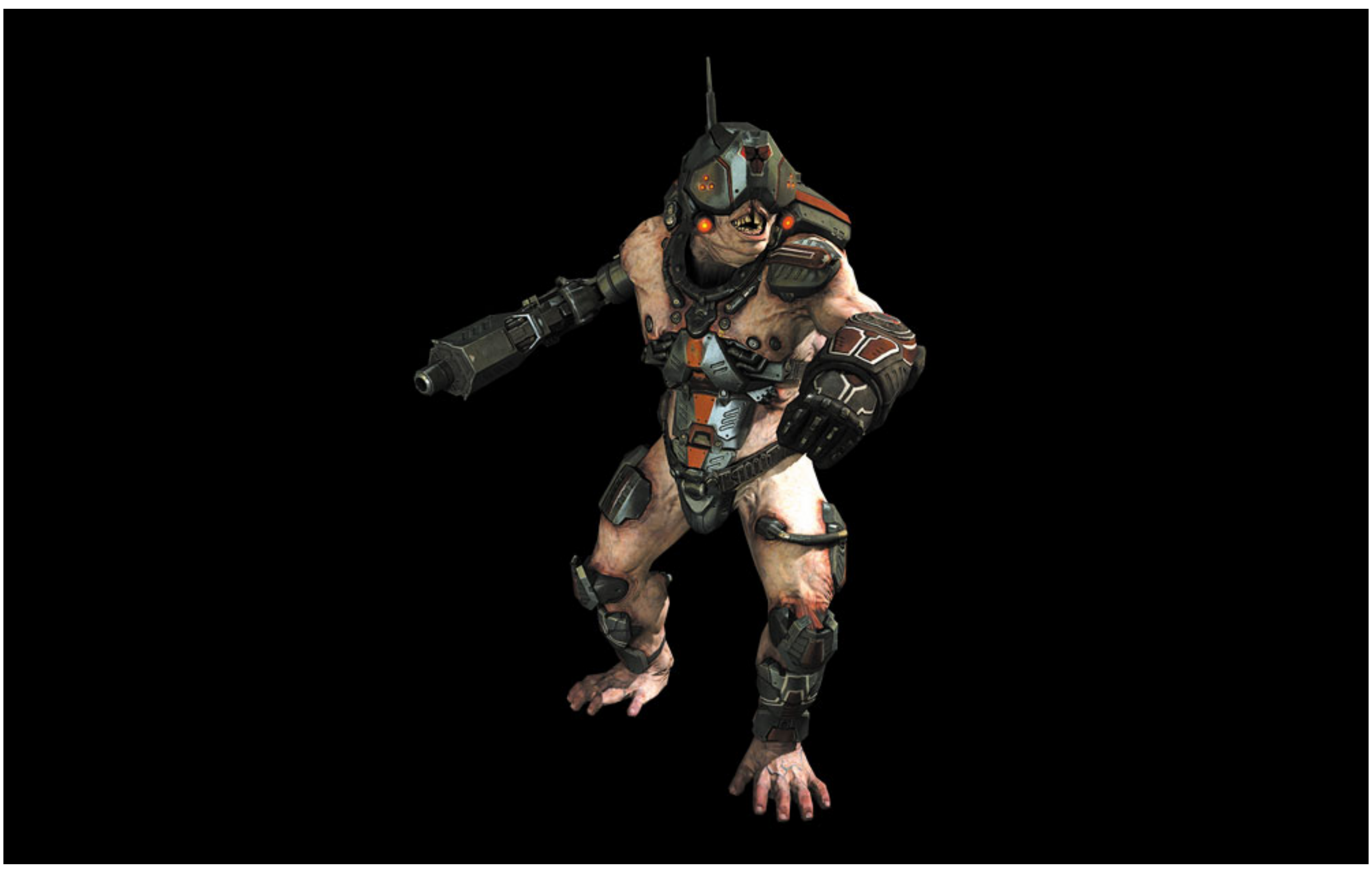
The enforcers are the fist of the Authority and used by General Cross to smash the disobedient and incompliant. Part cop, part storm trooper, and part infantry, even a lone enforcer is tougher than a group of bandits. Enforcers have no Nanotrites, but their body armor, advanced tactics, and weaponry make them formidable foes. Authority enforcers are highly trained in group maneuvers and work together as a unit to eliminate threats methodically.

Elite Guard

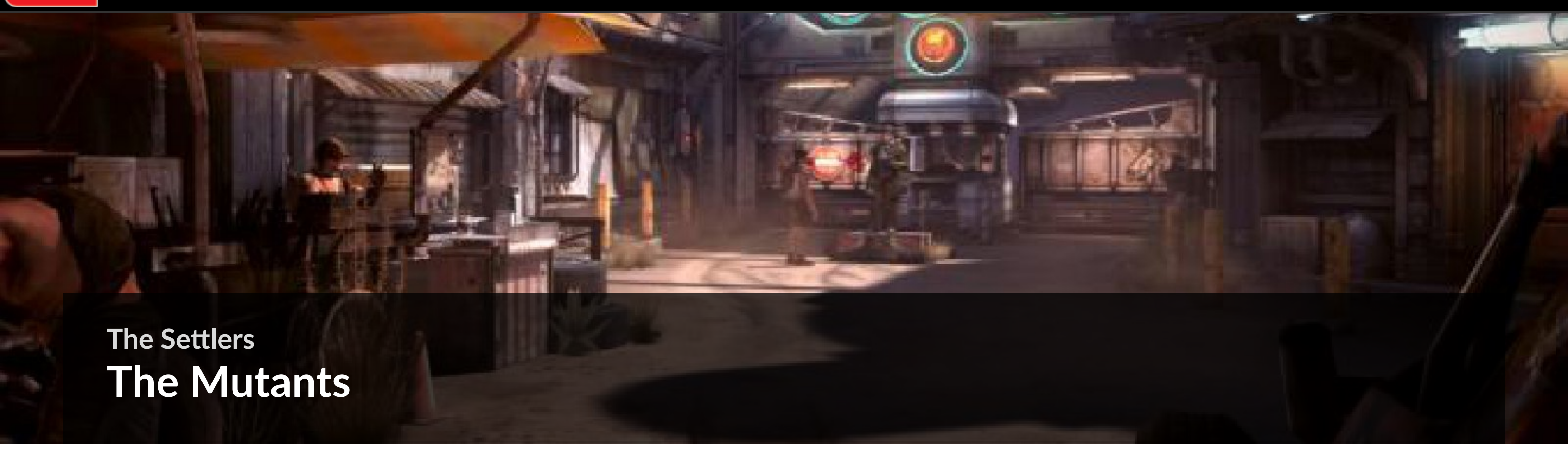


The elite guard comes equipped with the absolute best armor and weapons in the Wasteland. Their Feltrite-infused heavy body armor keeps them standing, while their pulse cannons unleash torrents of deadly plasma. The elite guard are the last line of defense for the Authority. They are the centurions of Capital Prime.

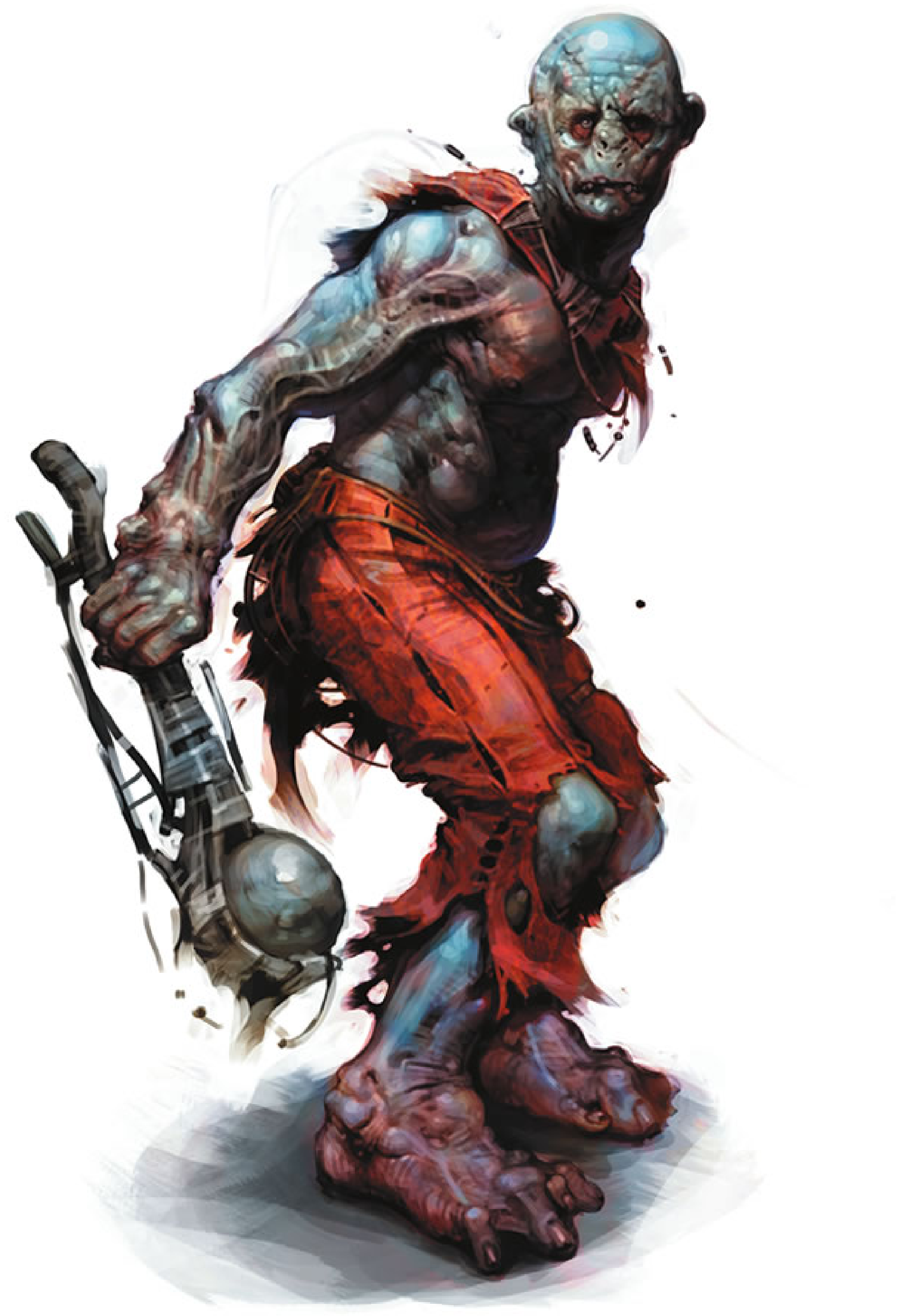
Authority Mutant



Part mechanical, part biological, and 100% controlled by Nanotrites, the Authority mutant was General Cross's success story for controlling mutants. The Nanotrite control makes Authority mutants highly disciplined soldiers that execute orders without hesitation or improvisation. A vicious killer, the Authority mutant's embedded weaponry make it dangerous both up close and at range.

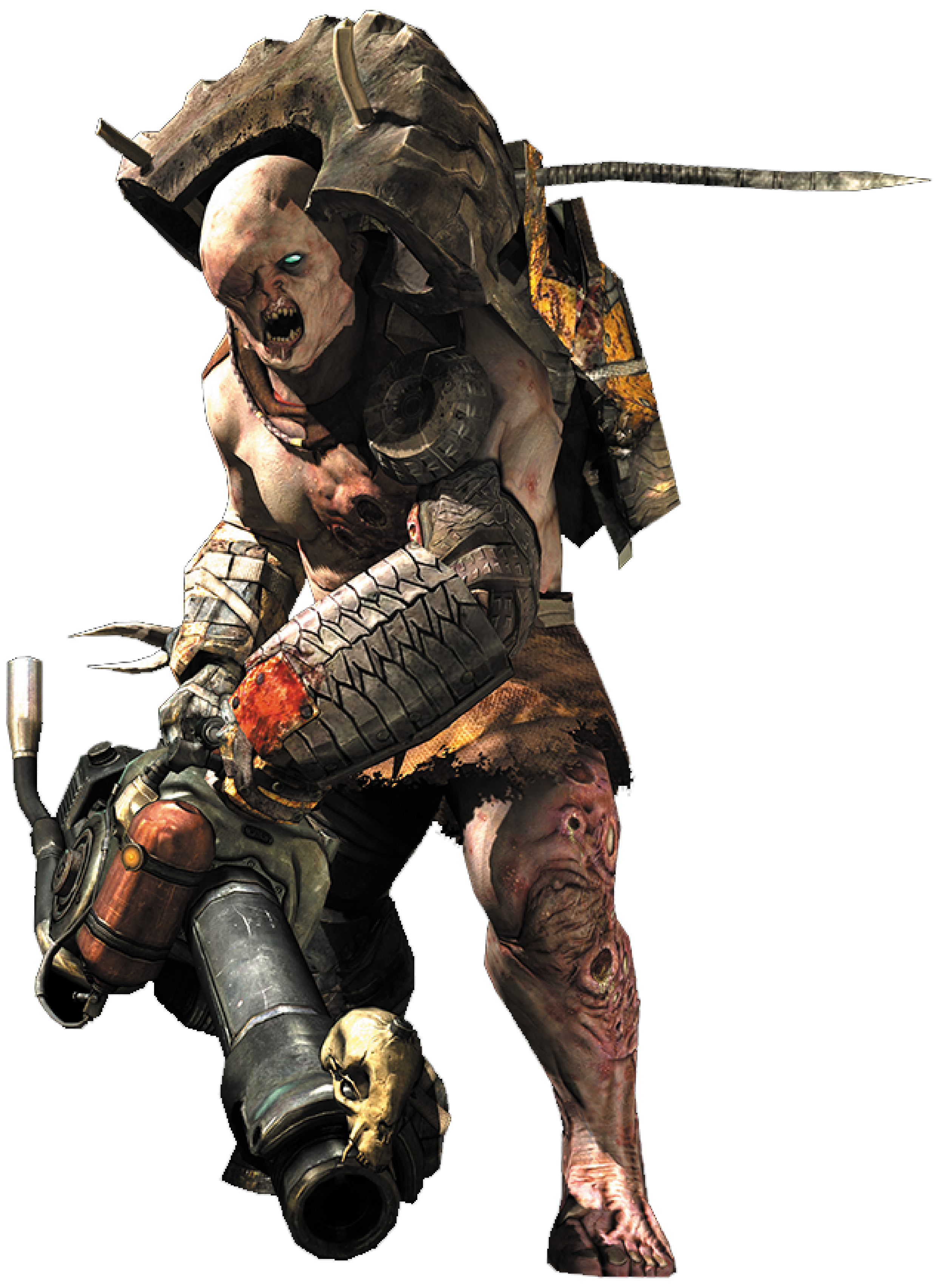


The Mutants



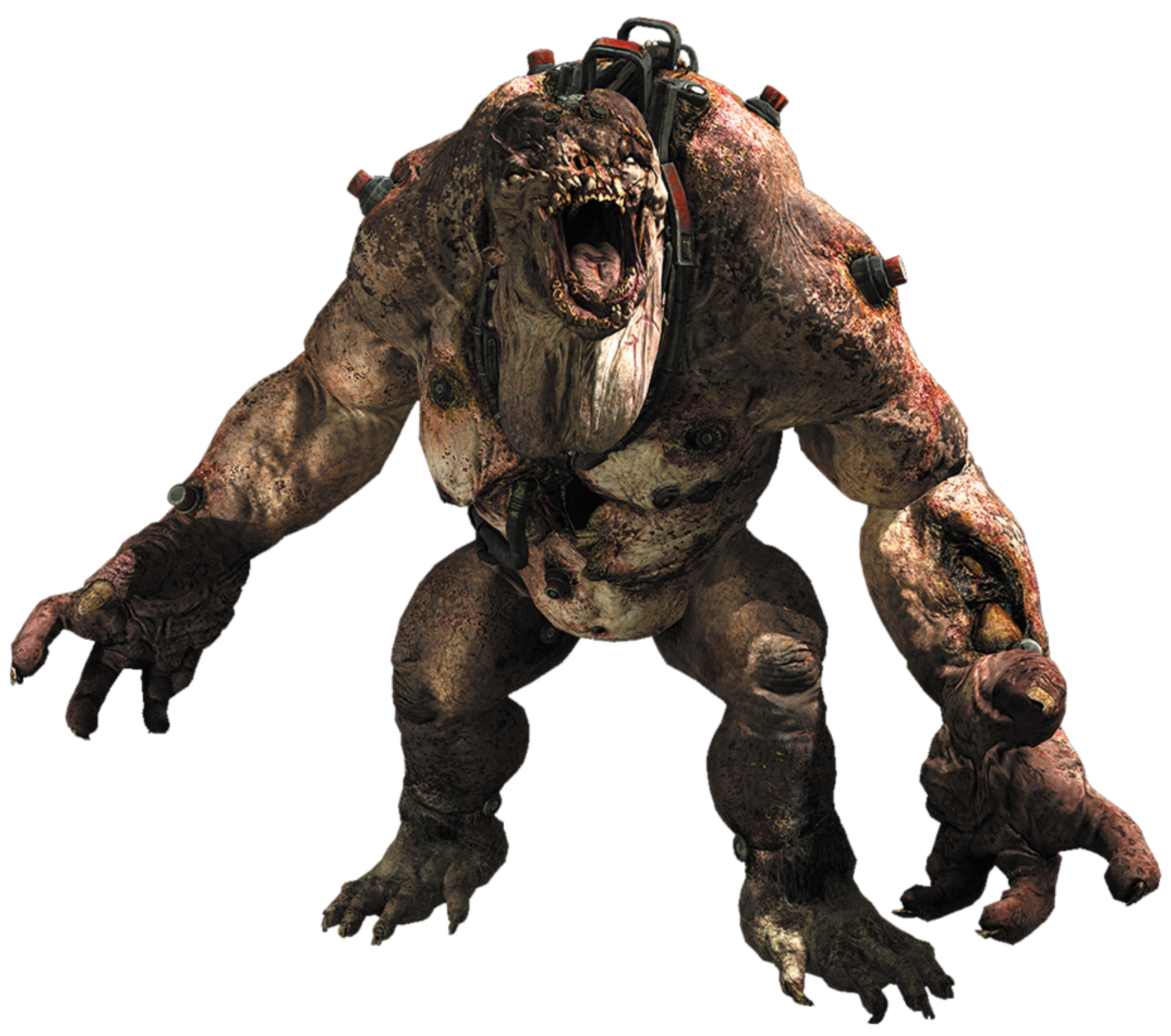
Many believe that mutants were caused by impact radiation, but the truth is that they are failed attempts by the Authority to control humans with Nanotrites. When an Authority experiment would go wrong, the by-product, a mutant, was tossed into the Wasteland where they massed together and began breeding. Their tactics are simple, but they attack in numbers and swarm their victims like locusts. Mutants have learned to use simple weapons—mostly clubs and knives fashioned from scrap metal found in the Wasteland.

Large Mutant

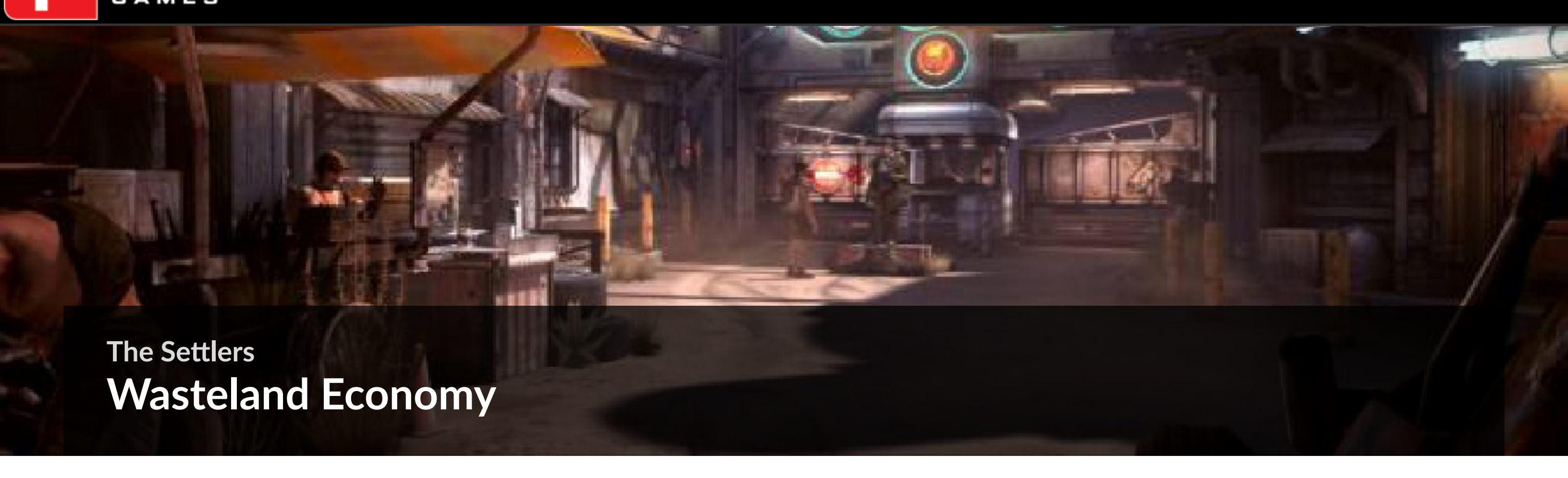


The Authority not only wants to control humans, but to make them super soldiers, and the large mutants are a direct result of this. The Nanotrites successfully transmogrified the mutants to increase strength and intelligence. The large mutants' greater intelligence allows them to use weaponry, such as a homemade grenade launcher. Sometimes the transmogrification creates extreme mutations, leading to creatures with giant tentacles as arms.

Giant Mutant



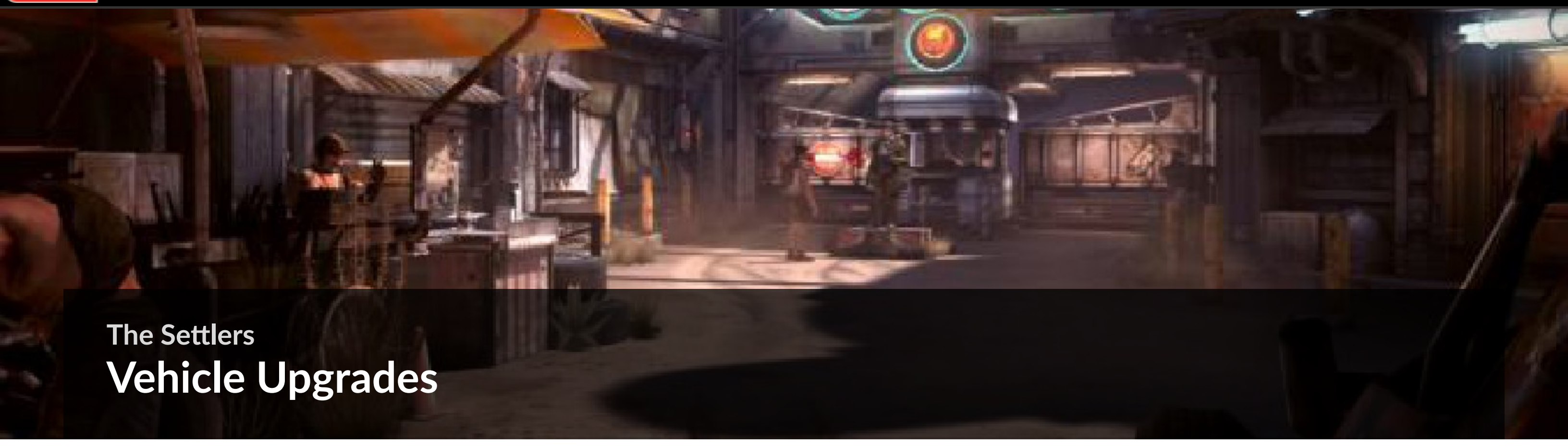
The large mutants were early attempts at the giant mutant, an immense malformed creature created by Dr. Kvasir for Major Casey, General Cross's right-hand man. When Major Casey discovered the giant mutant could be controlled, he ordered it to kill Kvasir, but the giant mutant's love for its creator could not be overridden. It turned on Major Casey and crushed the life out of him. Driven insane by the order to kill its creator, the giant mutant broke free of its containment and now freely wanders the Dead City.


The Settlers

Wasteland Economy

Wasteland Economy

Item	Cost	Sell Price
Weapons		
Assault Rifle	$275	—
Authority Machine Gun	$500	—
Weapon Upgrades		
AMG Laser Sight	$275	—
AR Concentrator	$200	—
AR Stabilizer	$200	—
Monocular	$25	$15
Shotgun Extender	$250	—
Ammo		
Authority AV2x Rounds	$40	$36
Authority MG Rounds	$30	$26
Authority Pulse Rounds	$150	$100
BFG Rounds	$200	$150
Buckshot	$12	$8
Dynamite Bolts	—	$30
Electro Bolts	$36	$20
Fat Mammas	—	$15
Fatboys	$14	$7
Feltrite AR Rounds	$32	$28
HE Rockets	$75	$50
Killbursts	$22	$11
Mind Control Bolts	—	$100
Pistol Rounds	$5	$3
Pop Rockets	—	$16
Pulse Shot	$32	$16
Sniper Rounds	$12	$8
Steel AR Rounds	$15	$10
Steel-Tipped Bolts	$24	$20
Viper Rockets	$100	$75
Armor Upgrades		
Light Armor Upgrade	$250	—
Medium Armor Upgrade	$500	—
Heavy Armor Upgrade	$750	—
Quick Use Items		
Adrenaline Overdrive	—	$60
Advanced RC Bomb Car	—	$65
Advanced Sentry Bot	—	$85
Advanced Sentry Turret	—	$80
Advanced Wingsticks	—	$2
Apophis Infusion	—	$125
Authority Augmenter	—	$50
Bandages	$15	$12
EMP Grenade	—	$10
HE Grenades	$20	$4
Lock Grinder	—	$72
RC Bomb Car	—	$65
Regenerative Infusion	—	$75
Sentry Bot	—	$85
Sentry Turret	—	$80
Wingsticks	$25	$3
Vehicle Weapon Ammo		
Homing Rockets	$40	$30
Minigun Ammo	$25	$20
Pulse Ammo	$60	$50
Vehicle Quick Use Items		
Aftershocker	$45	$20
Armor Restore	$85	$80
Drop Mine	$25	$4
Escort Bomb	$65	$12
Hover Turret	$45	$12
Shield	$30	$8
Schematics		
Advanced Sentry Bot Schematic	$375	—
Advanced Sentry Turret Schematic	$330	—
Advanced Wingsticks Schematic	$275	—
Dynamite Bolts Schematic	$155	—
Fat Mammas Schematic	$200	—
Pop Rockets Schematic	$225	—
Sentry Bot Schematic	$175	—
Sentry Turret Schematic	$125	—
Wingsticks Schematic	$50	—
Engineering Ingredients		
Antiseptic Formula	$8	$6
Cloth Rags	$4	$2
Comet Bloom	—	$65
Desert Spore	—	$75
Electrical Wire Kit	$16	$12
Explosive Pack	$20	$18
Feltrite Coupler	$12	$8
Feltrite Power Pack	$12	$8
Ghost Toxin	$50	$40
Hardware Packet	$20	$16
Mutant Adrenal Gland	—	$10
Nanotrite Conduit	$22	$18
Night Blossom	—	$35
Ordnance Pack	$12	$10
RC Car Kit	$30	$22
Small Battery Pack	$16	$12
Small Gears	$36	$30
Steel Blades	$15	$10
Turret Barrel	$18	$16
Vial of Blueshine	$75	$75
Collector Cards		
Starter Deck	$50	—
Misc. Loot – Sell only		
A Tale of Two Bandits	—	$10
Apophis Survival Guide	—	$10
Black Coffee Mug	—	$10
Blake Bobblehead	—	$50
Blow Torch	—	$10
Canned Blueberries	—	$10
Canned Corn	—	$10
Canned Dog Food	—	$10
Canned Milk	—	$10
Canned Salmon	—	$10
Cheap Dress Shoes	—	$10
Clipboard	—	$10
Comets for Idiots	—	$10
Devar’s Travels Vol. 1-6	—	$10
Doom Marine Bobblehead	—	$150
Empty Milk Bottle	—	$10
Feltrite Crystals	—	$25
Gas Can	—	$10
Gas Tank	—	$10
Gauze Sponges	—	$10
Hammer	—	$10
Headphones	—	$25
Hooper Lite	—	$3
Huffer’s Aerosol	—	$10
J.K. Stiles – The Legend	—	$10
Juicemix 2000	—	$10
Krimson Aerosol	—	$10
Large Oil Can	—	$10
Lothar Beer	—	$3
MixomCam	—	$10
Mix-o-Med Plastic Bandages	—	$10
Oil Can	—	$10
Old Hiking Boots	—	$10
Paint Can	—	$10
Pinkies	—	$50
Purified Water	—	$2
Quayola Quayons	—	$50
Radio	—	$8
Rusted Griddle	—	$10
Rusted Ladle	—	$10
Sauce Pan	—	$10
Shambler Plush	—	$150
Spray Paint	—	$10
Suitcase	—	$10
Tire Iron	—	$10
To Serve Mutant	—	$10
Toaster	—	$10
Vault Boy Bobblehead	—	$150
Water Purifier	—	$24
White Coffee Mug	—	$10
Wine Bottle	—	$3
Wolf Goblet	—	$150
Wrench	—	$10



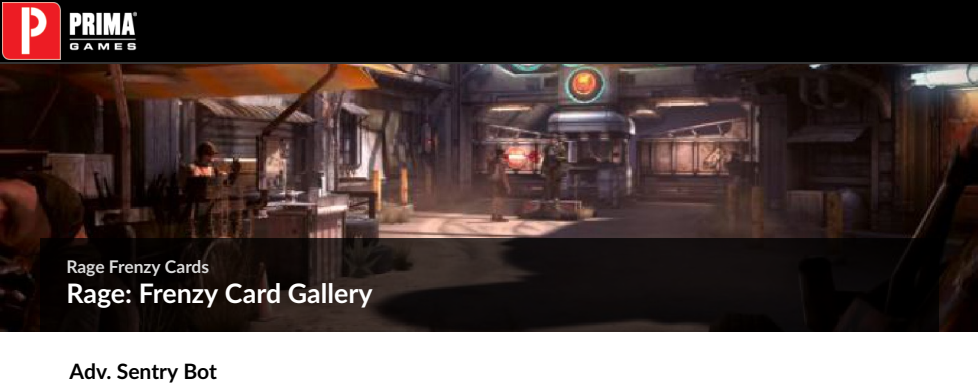
The Settlers

Vehicle Upgrades

Item	Cost
Dune Buster Part	
Evenflow 2x Boost	Quest Item (Durar's Time Trial)
Evenflow Max Boost	25
id Theme	5
Miniguns	10
Performance Spiked	25
Performance Tires	20
Rocket Launchers	20
Skull Theme	5
Sport Suspension	20
Standard Spiked	15
V6 Thunder Engine	30
Cuprino Parts	
C3C Evenflow Max Boost	30
C3C Sport Suspension	35
Heavy Cuprino Armor	25
Medium Cuprino Armor	15
Orange Theme	5
Patrol Theme	5
Performance Spiked	30
Performance Tires	25
Standard Spiked	20
The Hammer	15
The Magnum	Quest Item (Starky's Challenge)
V10 Cuprino	45
Monarch Parts	
Advanced Pure-flow Monarch Boost	45
Heavy Monarch Armor	30
Performance Spiked	40
Performance Tires	30
Scorcher Theme	10
Standard Spiked	25

Note

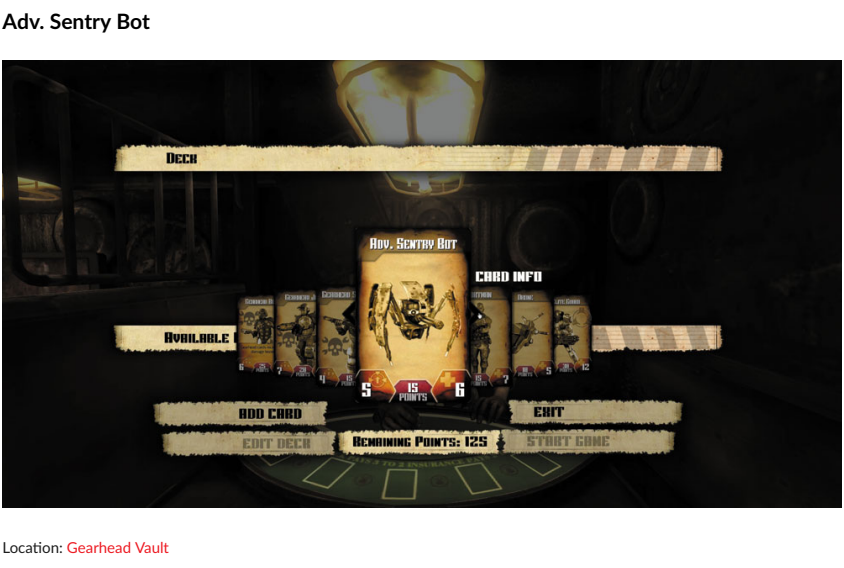
All auto parts are purchased with racing certificates; cash is not accepted. Once parts are acquired, they cannot be sold.



Rage Frenzy Cards

Rage: Frenzy Card Gallery

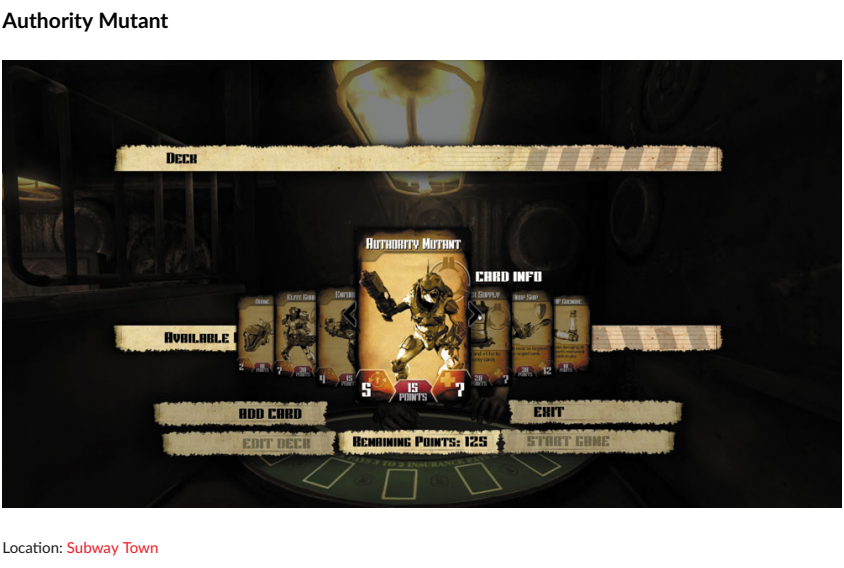
Adv. Sentry Bot


ADV. SENTRY BOT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Gearhead Vault

Before exiting the parking garage, look in the backseat of a nearby car to locate this card.

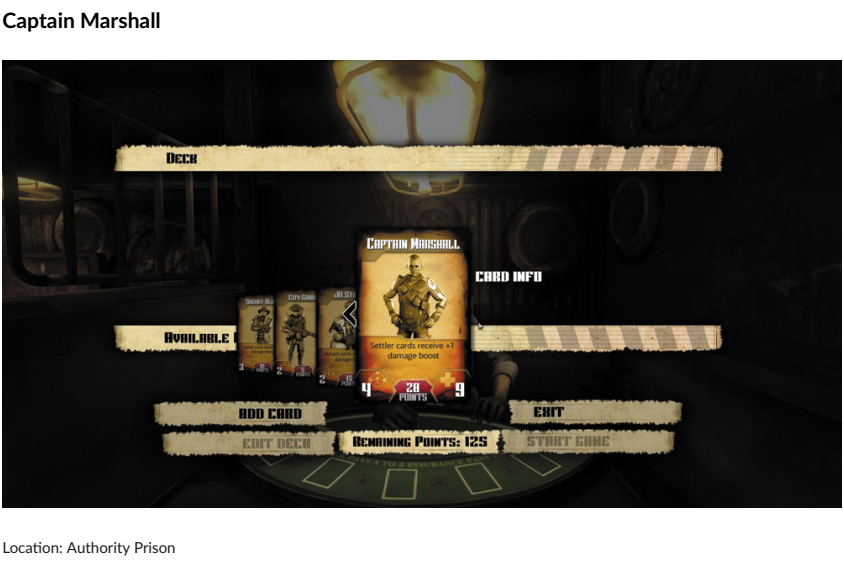
Authority Mutant


AUTHORITY MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Subway Town

This card is located in the Resistance Base, next to the dead mutant within Elizabeth's lab.

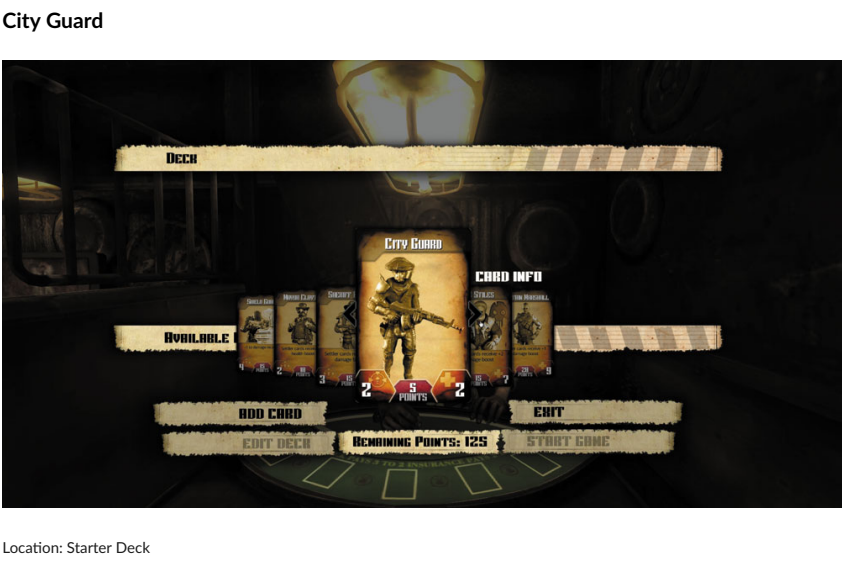
Captain Marshall


CAPTAIN MARSHALL
Settler cards receive +1 damage boost
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Authority Prison

Shortly after breaking Captain Marshall out of his prison cell, follow him out of the cell block and open a locked door with a Lock Grinder. You can find this card in the supply closet. You cannot return to this location, so grab this card before leaving.

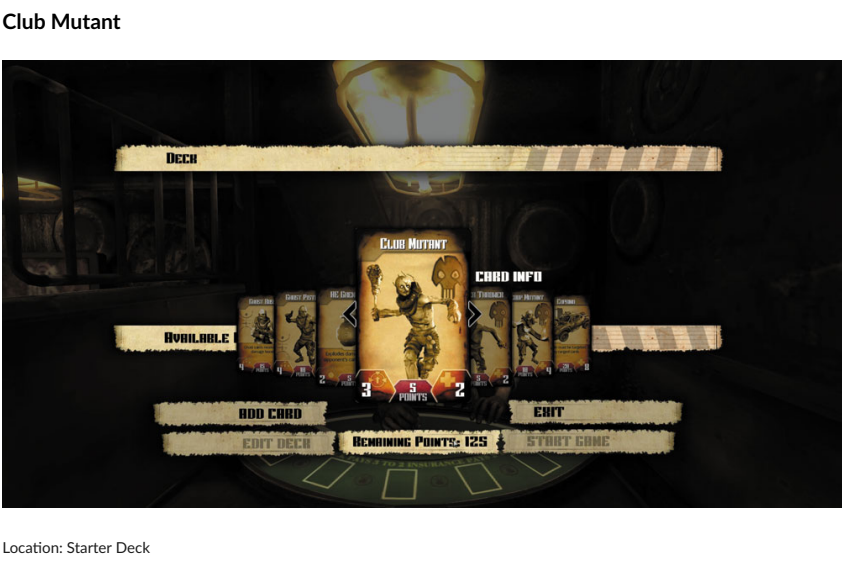
City Guard


CITY GUARD
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Starter Deck

This card is one of five included in the Starter Deck. You can purchase the deck for $50 from Hendrick, Coffer, or Jani.

Club Mutant


CLUB MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Starter Deck

This card is one of five included in the Starter Deck. You can purchase the deck for $50 from Hendrick, Coffer, or Jani.

Crazy Joe

Location: Wasteland

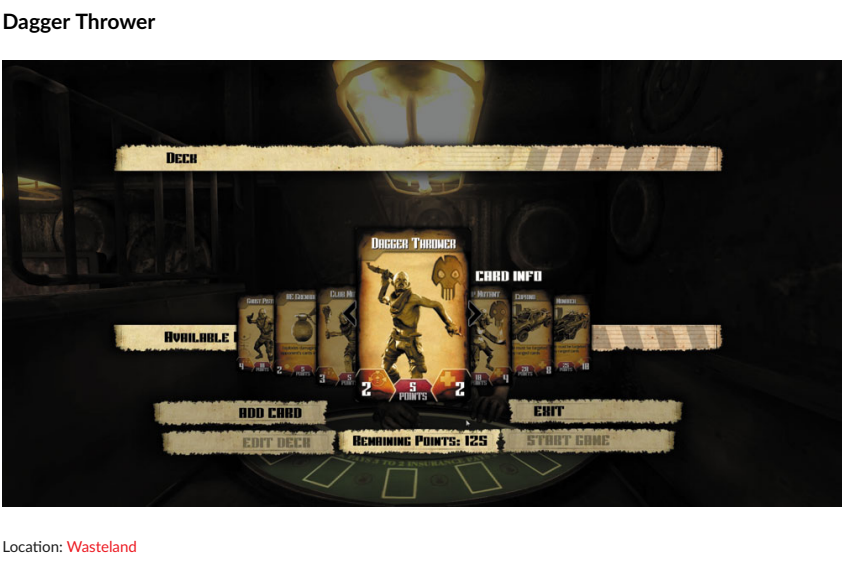
Enter Crazy Joe's shack to find this card—it's sitting on Joe's workbench.

Cuprino

Location: Wellspring

This card is automatically added to your collection when you win the Cuprino.

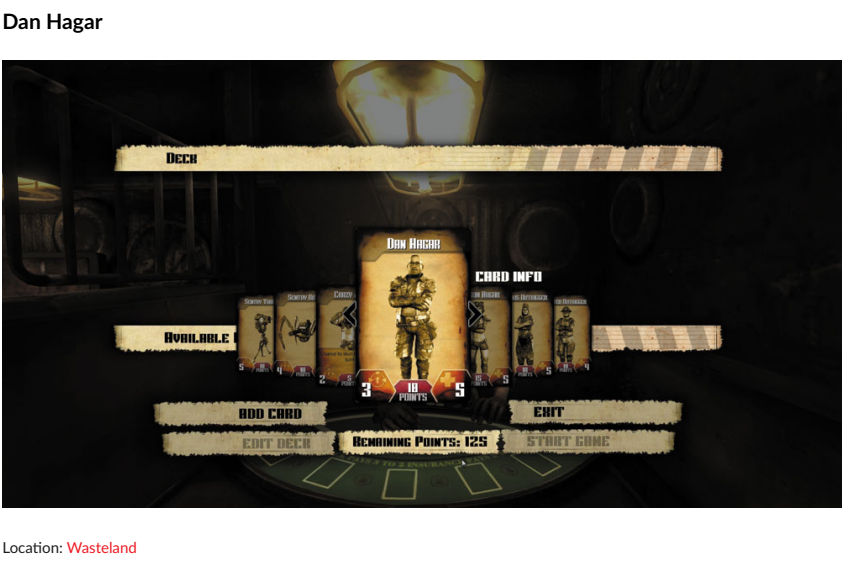
Dagger Thrower


DAGGER THROWER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

This card is located at the dam facility, just above the Wasted Garage's exit. To reach it, follow the narrow concrete path above the Wasted Garage's doorway. You can access this path from the main road, before driving down the slope leading to the Wasted Garage and Ark site.

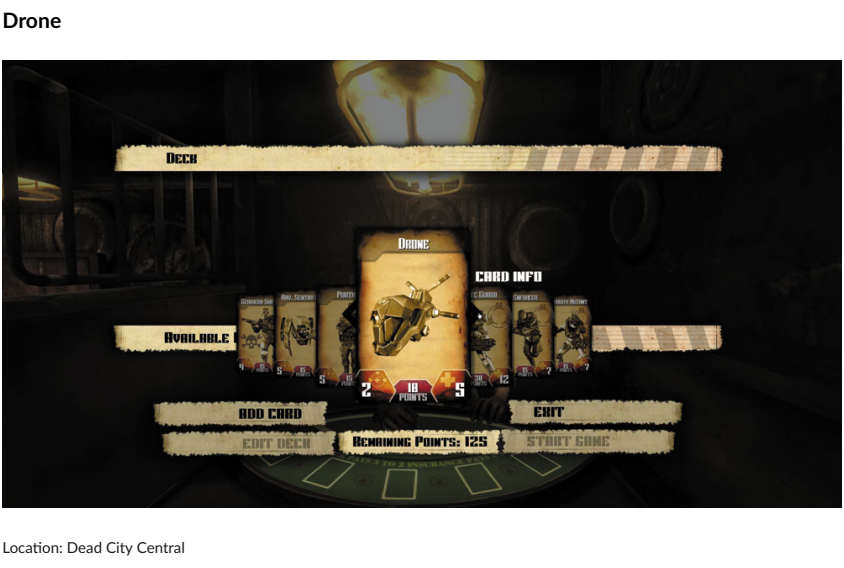
Dan Hagar


DAN HAGAR
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

While inside Dan's gas station, look for this card sitting on a nightstand, beneath a lamp.

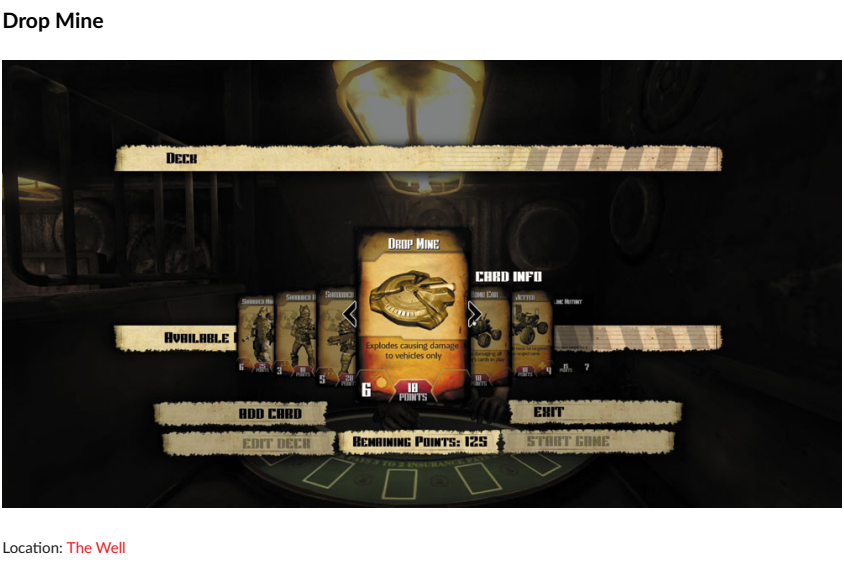
Drone


DRONE
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Dead City Central

This card is located on a coffee table in the hospital lobby, beneath the escalator. This is available during your second trip through, while getting the Research Data for Marshall.

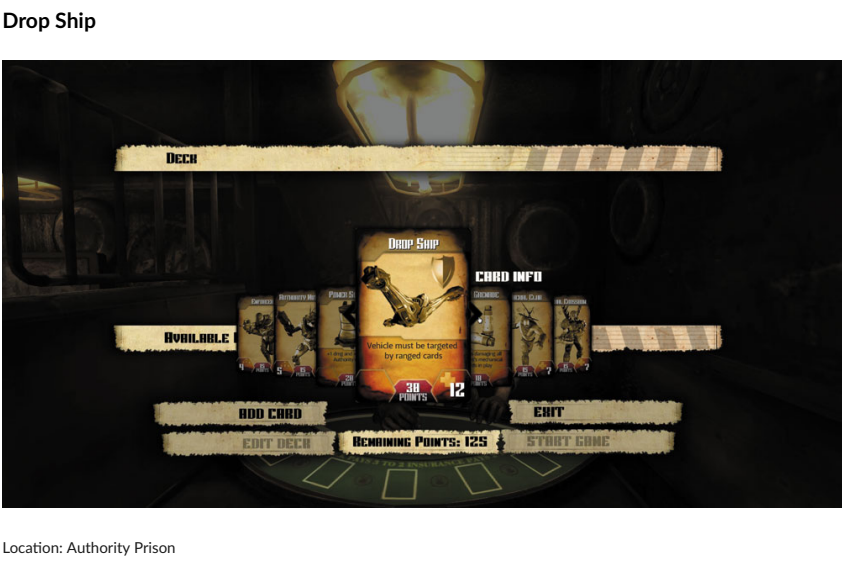
Drop Mine


DROP MINE
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: The Well

While advancing through the long passage where Ghost bandits fire at you from behind concrete pillars, look for a ladder on the left side—it is lit by a very dim orange light. Climb to the top of the ladder to find a small storage area containing several supplies and this card. You cannot return to this location, so grab this card before leaving.

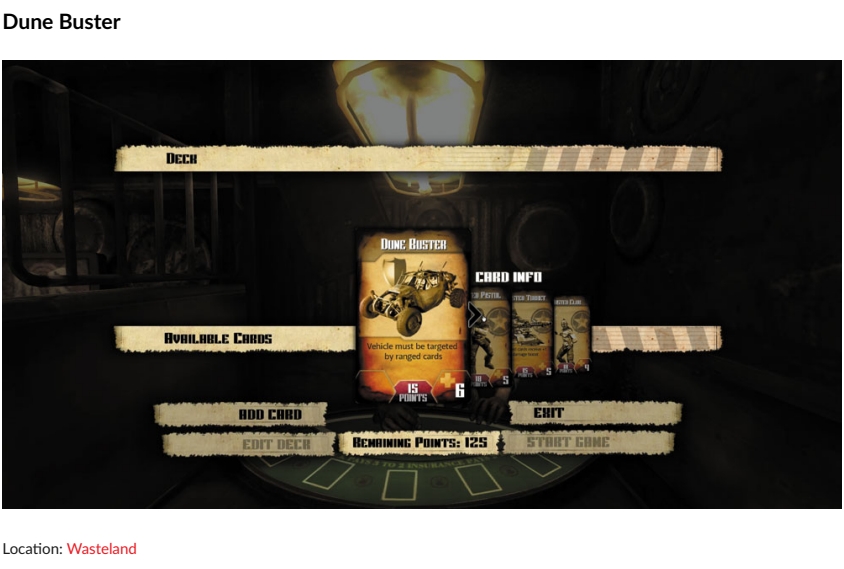
Drop Ship


DROP SHIP
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Authority Prison

After breaking Captain Marshall out of his cell, look in the crate from which he pulls his rifle. This powerful vehicle card is inside the same crate. You cannot return to this location, so grab this card before leaving.

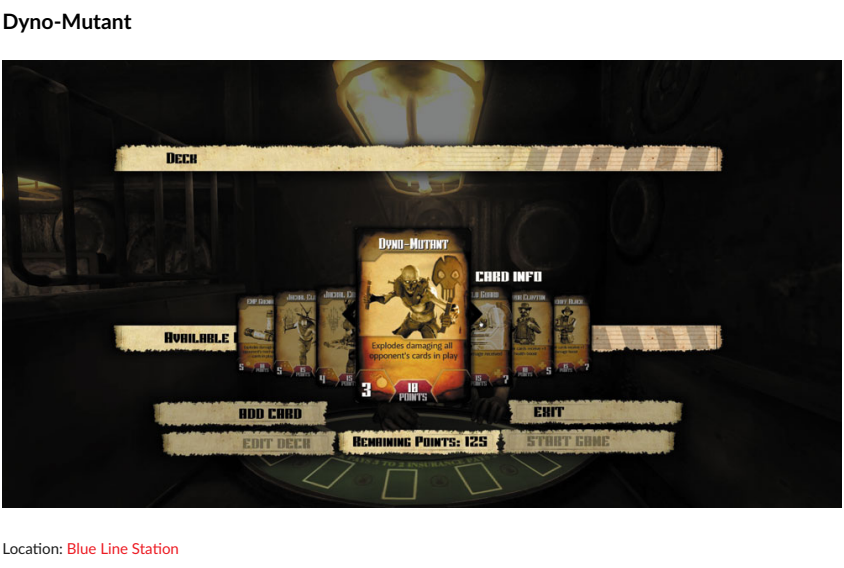
Dune Buster


DUNE BUSTER
DECK
AVAILABLE CARDS
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

After acquiring the Dune Buster, complete Durar's Time Trial to get this card.

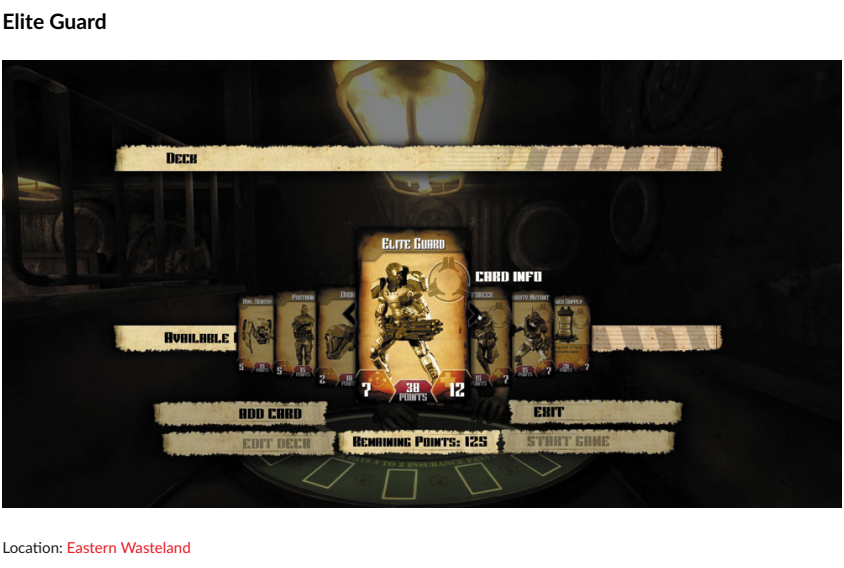
Dyno-Mutant


DYNO-MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Blue Line Station

This card is located in the guacamolito restaurant on the top floor. The restaurant is open when completing the Eviction Notice job. Alternatively, you can use an EMP Grenade, Pulse Shot, or Electro Bolt to open the security barrier during your first visit.

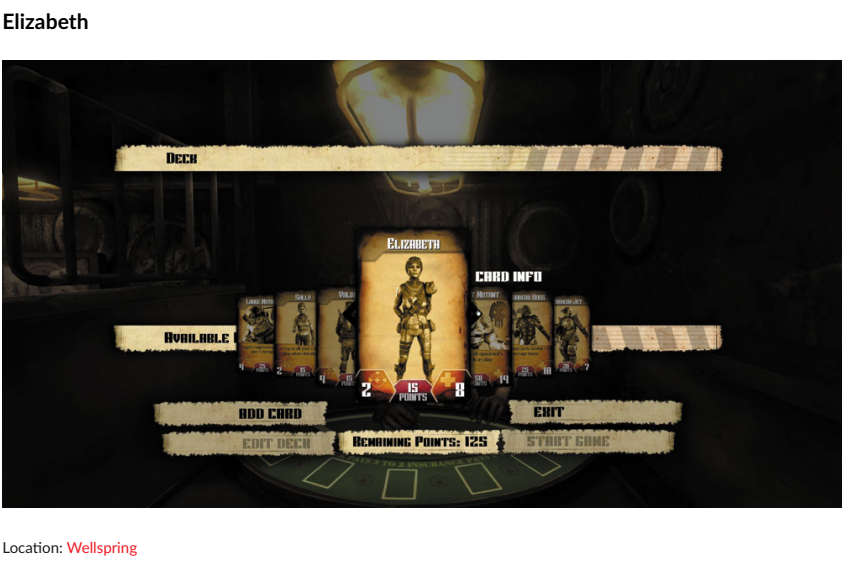
Elite Guard


ELITE GUARD
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Eastern Wasteland

This card is located on the Authority Bridge, behind some boxes.

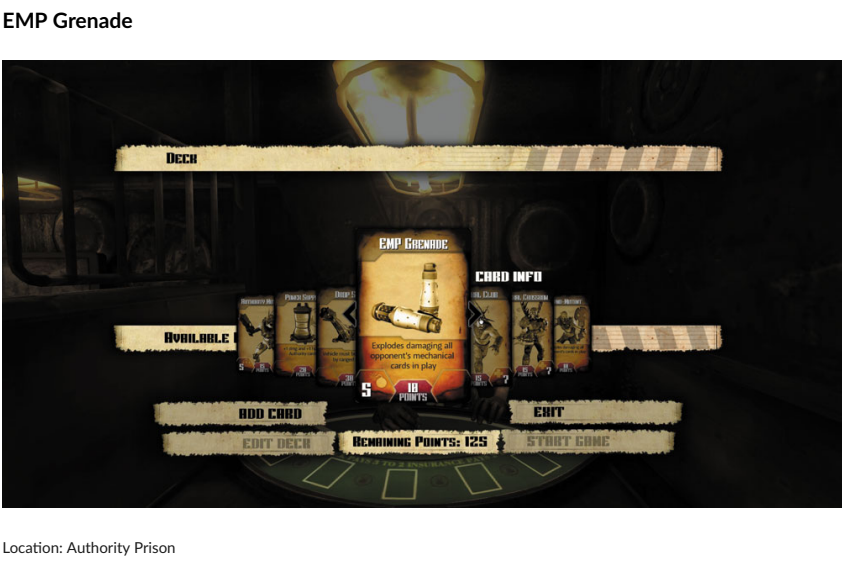
Elizabeth


ELIZABETH
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wellspring

This card is located on the stairway in the Second Chance Bar's back room, where you meet with Elizabeth and Captain Marshall.

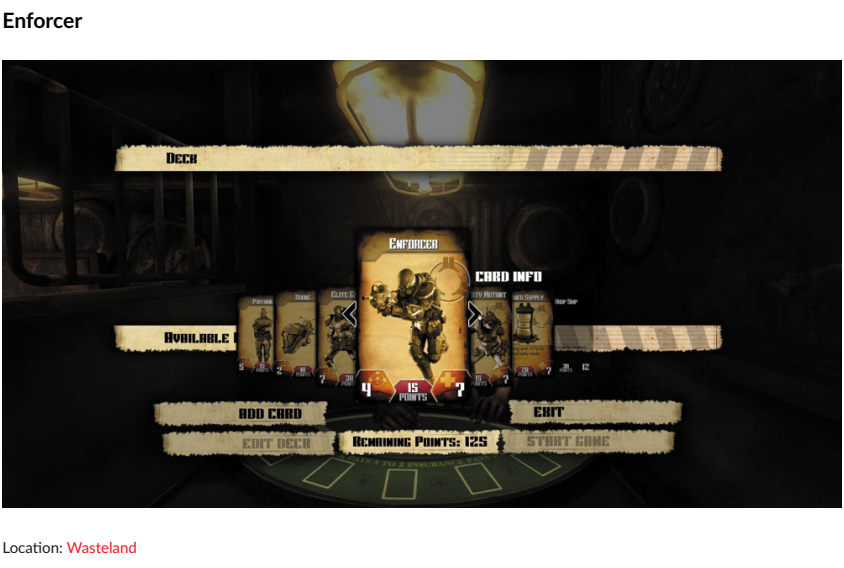
EMP Grenade


EMP GRENADE
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Authority Prison

Following the big fight in Cellblock E, climb the stairs and turn to the right to locate this card sitting on a shelf in the corner. You cannot return to this location, so grab this card before leaving.

Enforcer


ENFORCER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

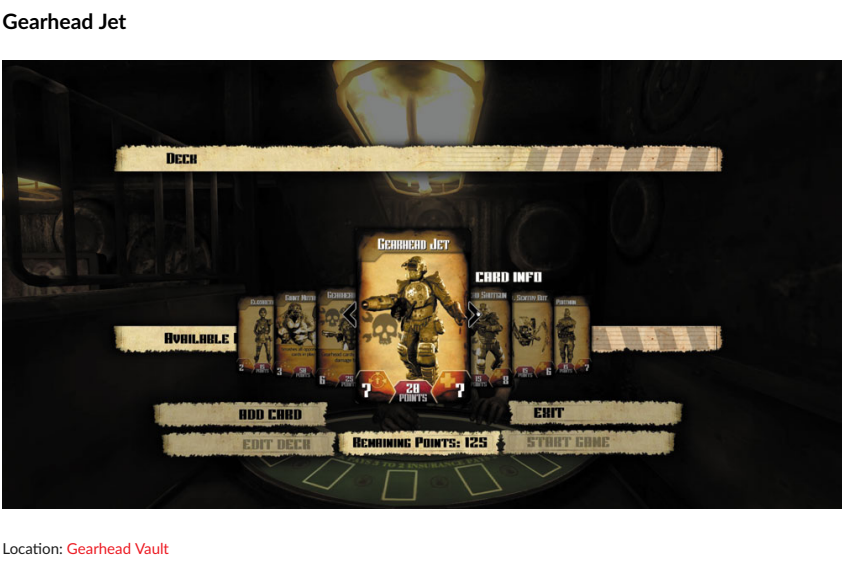
Look for this card on the ground before entering the drain pipe leading into the Dead City.

Gearhead Boss

Location: Power Plant

Before exiting the Power Plant, enter the stairwell on the left to reach an office above the control room. You can find this card in the file cabinet at the top of the stairs.

Gearhead Jet


GEARHEAD JET
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Gearhead Vault

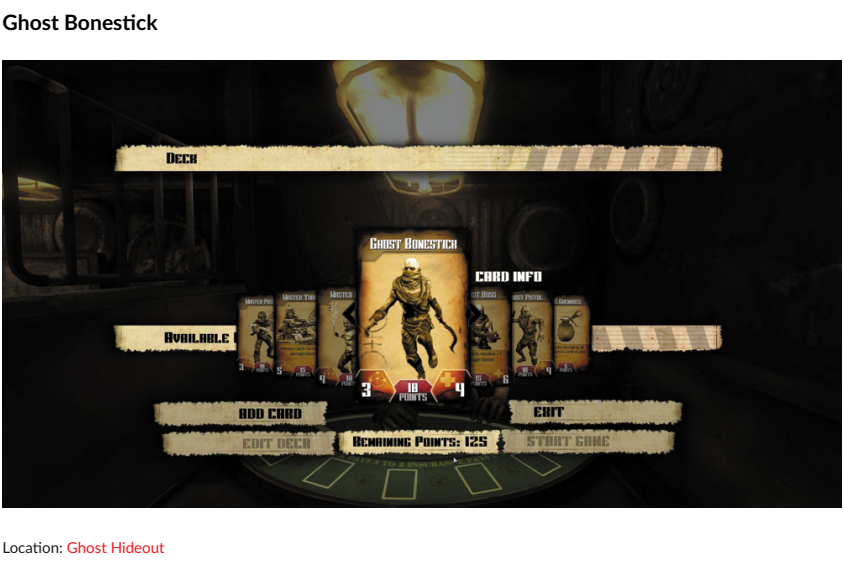
After exiting the vault, look for this card in the dirty office at the top of the curved staircase.

Gearhead Shotgun

Location: Gearhead Vault

After clearing out the bank lobby, turn to the right to find this card sitting on the edge of a planter.

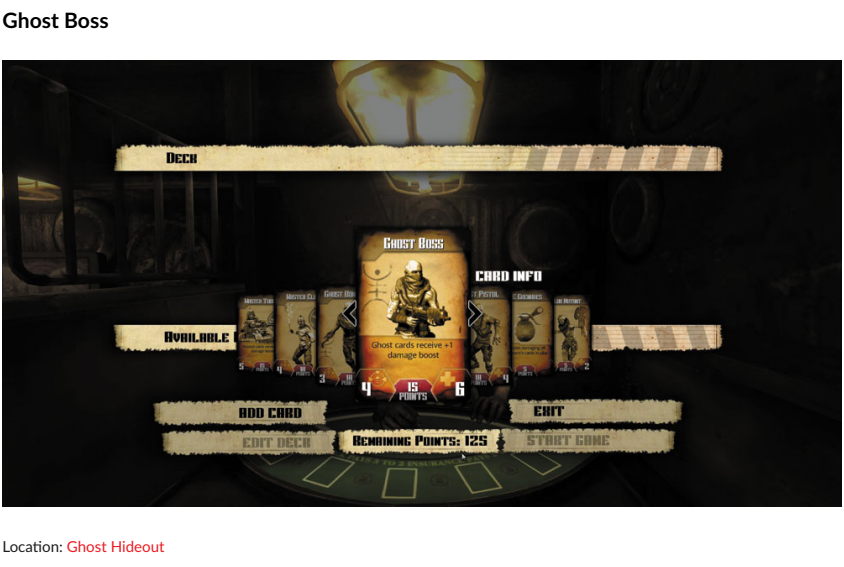
Ghost Bonestick


GHOST BONESTICK
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Ghost Hideout

This card sits atop the wooden barrier on the first floor of the hideout, where the tortured girl is located during the Missing Person job.

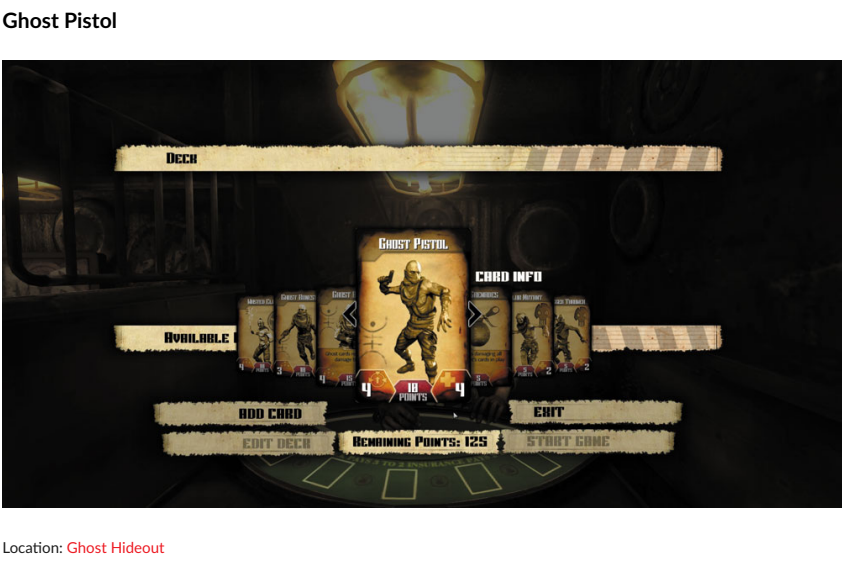
Ghost Boss


GHOST BOSS
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Ghost Hideout

Look for this card on the floor in the hotel atrium on the first floor. It's located beneath a table next to a doorway.

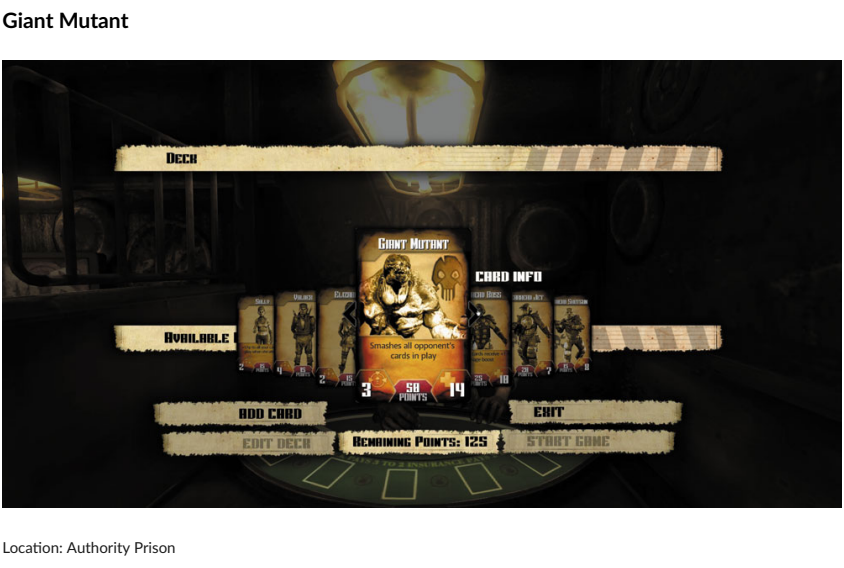
Ghost Pistol


GHOST PISTOL
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Ghost Hideout

You need a Lock Grinder to get this card. The card is behind the locked door on the hideout's first floor. Get it during your second visit, when completing the Missing Person job from the job board in Wellspring.

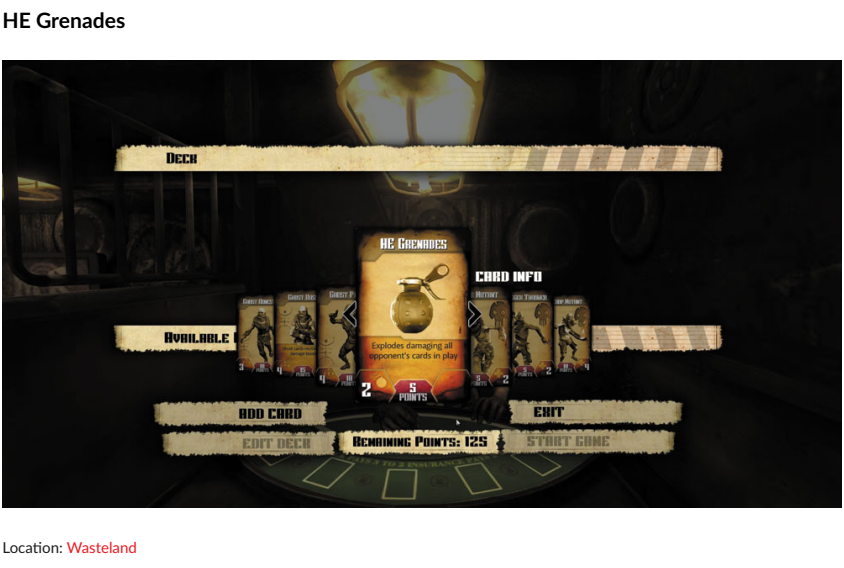
Giant Mutant


GIANT MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Authority Prison

Before reaching the first security turret, look for a dark hole in the wall on the left side of the corridor. It's a good idea to disable the turret with an EMP Grenade before crouching and crawling inside this hole in the wall to retrieve the card and some other supplies. You cannot return to this location, so grab this card before leaving.

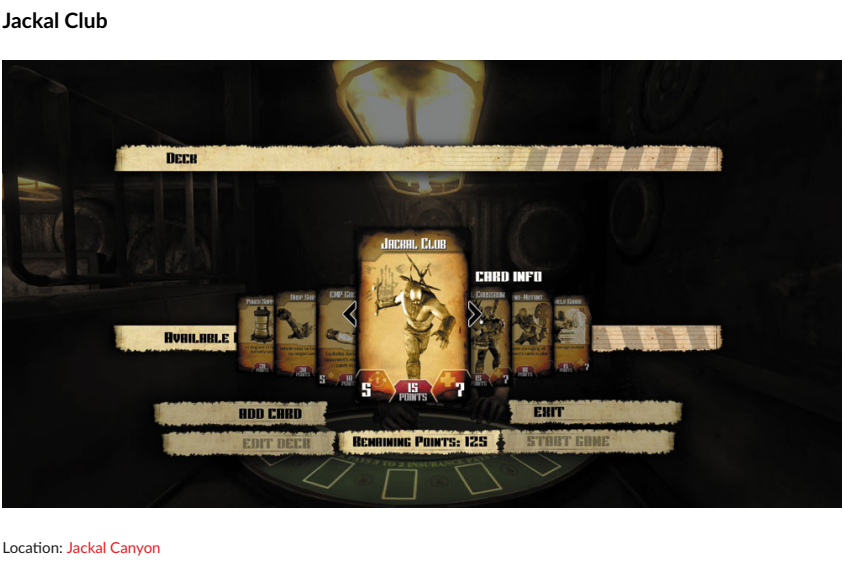
HE Grenades


HE GRENADES
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

Shortly after arriving at the Hagar Settlement, grab this card sitting atop a barrel next to Becky.

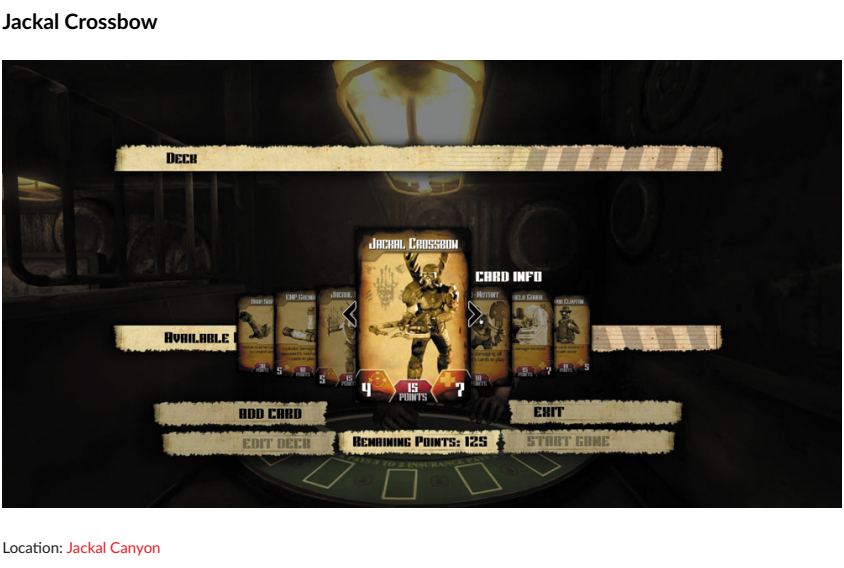
Jackal Club


JACKAL CLUB
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Jackal Canyon

This card is located in the shack where you throw the switch to open the gate blocking the canyon's entrance.

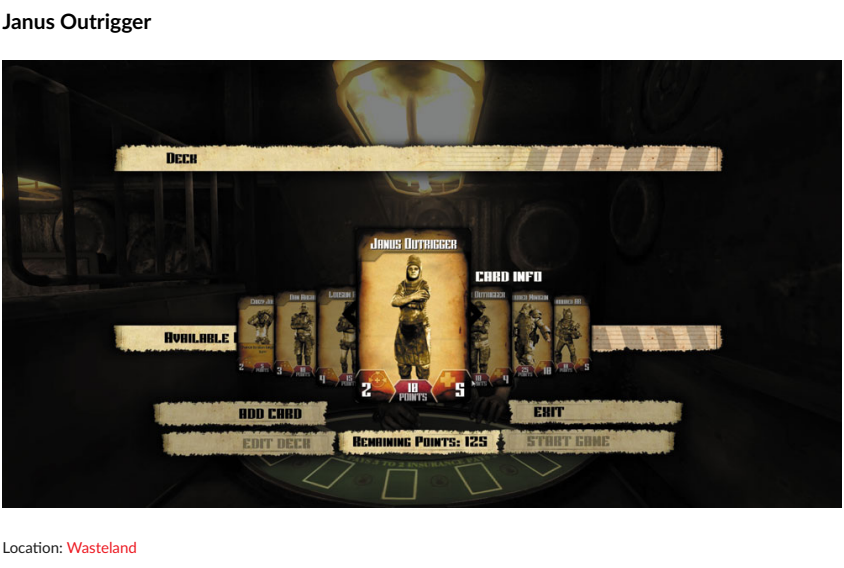
Jackal Crossbow


JACKAL CROSSBOW
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Jackal Canyon

When you first enter Jackal Canyon, look for a small, dark alcove on the left, carved into the rock wall. Jump up into this alcove to retrieve the card along with some Beer Bottles and Dynamite Bolts.

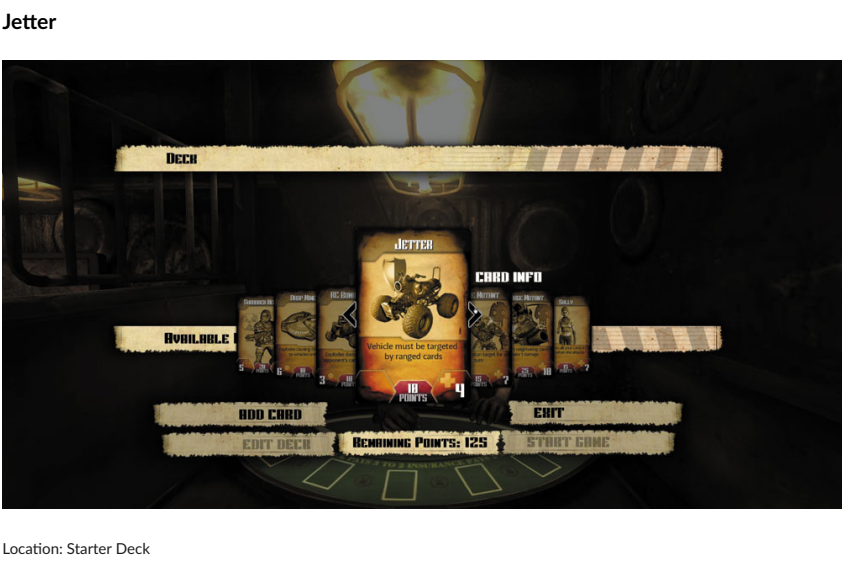
Janus Outrigger


JANUS OUTRIGGER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

Look on the couch near Janus, in the Outrigger Settlement, to find this card.

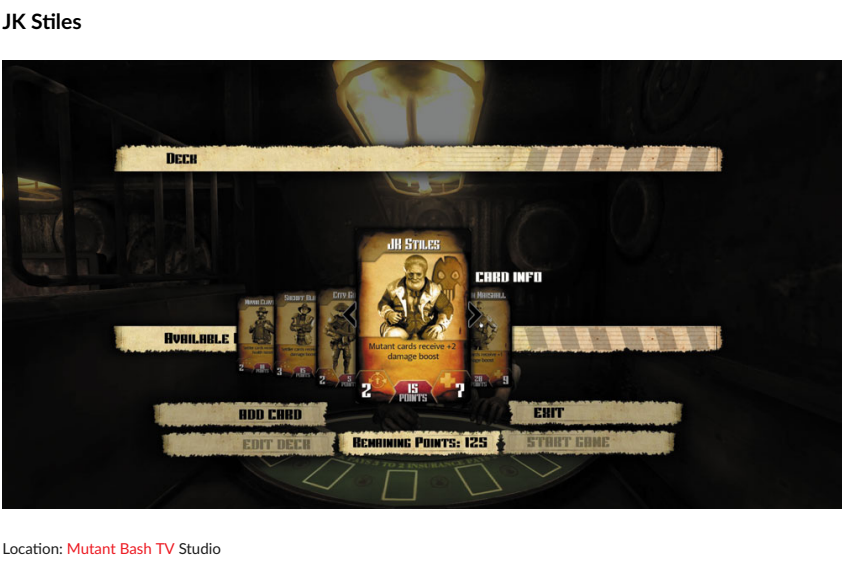
Jetter


JETTER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Starter Deck

This card is one of five included in the Starter Deck. You can purchase the deck for $50 from Hendrick, Coffer, or Jani.

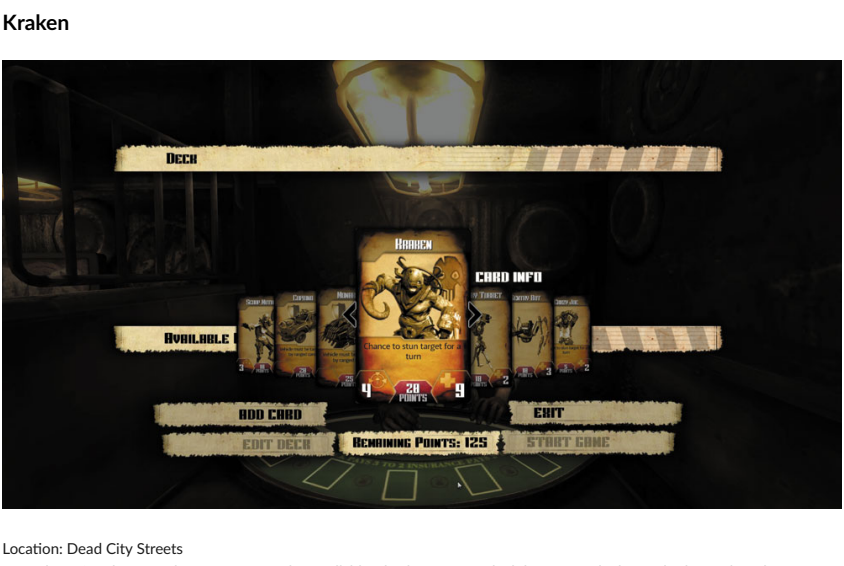
JK Stiles


JK STILES
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Mutant Bash TV Studio

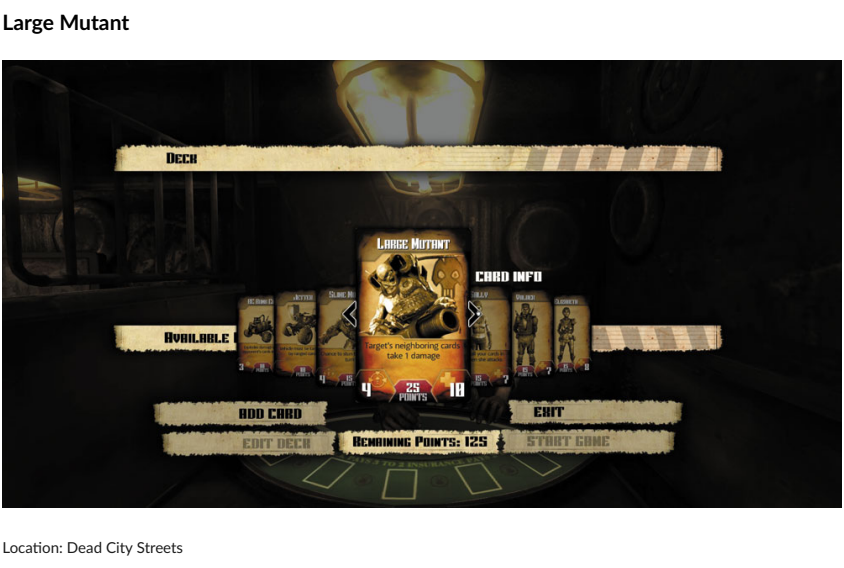
Complete one episode of Mutant Bash TV to get this card from JK Stiles himself.

Kraken


KRAKEN
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Dead City Streets
After defeating the tentacle mutant, enter the small, bloody alcove from which he emerged. The card is located on the floor.

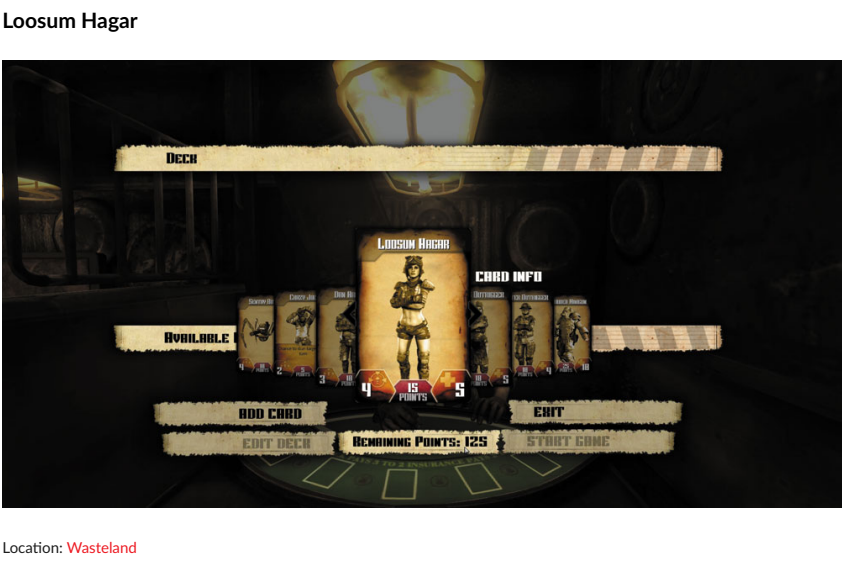
Large Mutant


LARGE MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Dead City Streets

You need an RC Bomb Car to get this card. Locate a small drain pipe at the base of the building not far from where you fought the launcher mutant. Drive the RC Bomb Car through the small opening to enter a supply closet filled with loot. Roll up next to the barricaded door and detonate the car. You can now access the room via a stairway in the building to grab this powerful card.

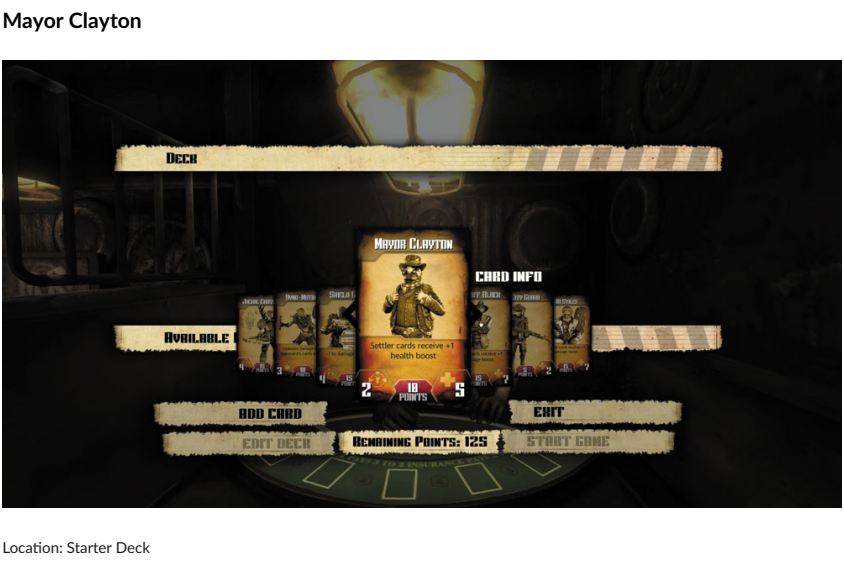
Loosum Hagar


LOOSUM HAGAR
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

This card is located on a rock outside Dan's garage in the Hagar Settlement.

Mayor Clayton


MAYOR CLAYTON
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Starter Deck

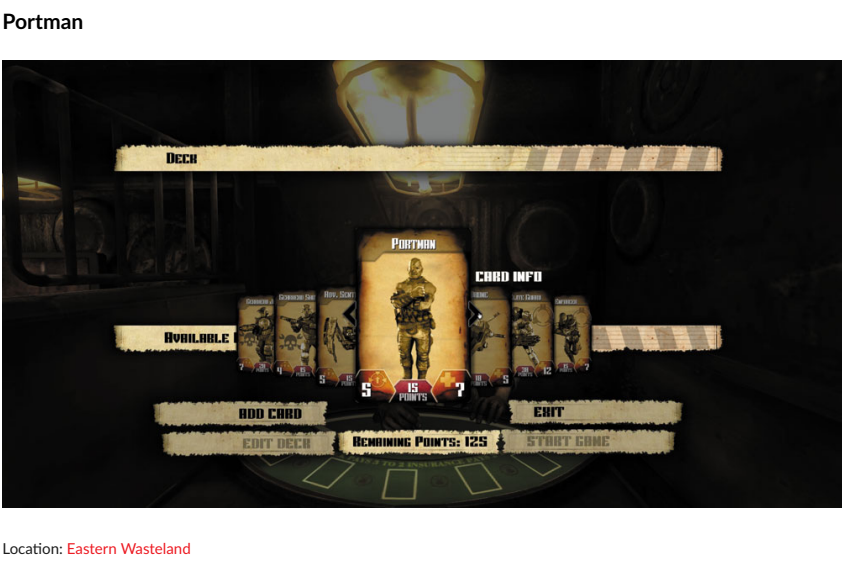
This card is one of five included in the Starter Deck. You can purchase the deck for $50 from Hendrick, Coffer, or Jani.

Monarch

Location: Eastern Wasteland

Look for this card on the ground outside the Power Plant's entrance.

Portman


PORTMAN
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Eastern Wasteland

While advancing through the cave on the way to the Abandoned Distillery, search for this card on the right side.

Power Supply

Location: Authority Prison

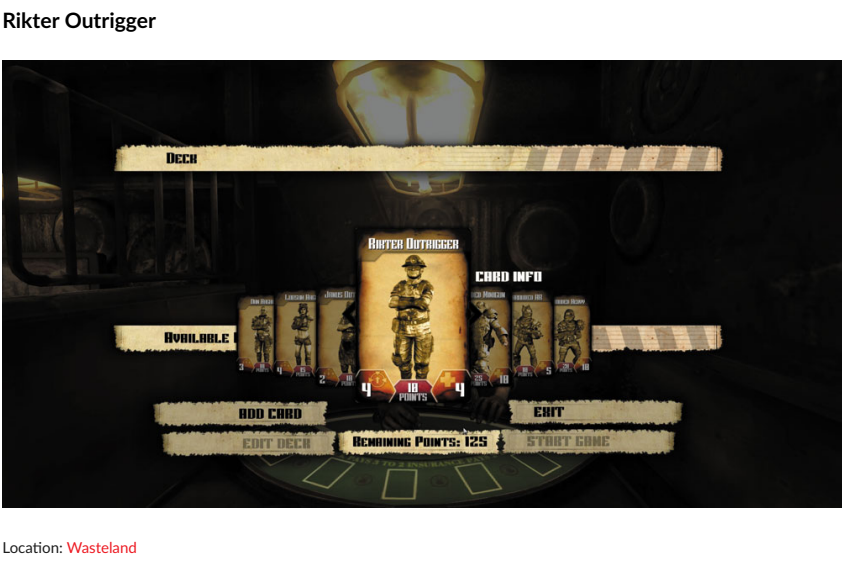
After disabling the first generator, pass thorough the deactivated security barrier and look for this card on a shelf to the right, sitting next to a Hardware Packet.

RC Bomb Car

Location: Shrouded Bunker

This card is located near the bunker's entrance, just above the hole where the attacking RC Bomb Cars exited.

Rikter Outrigger


RIKTER OUTRIGGER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

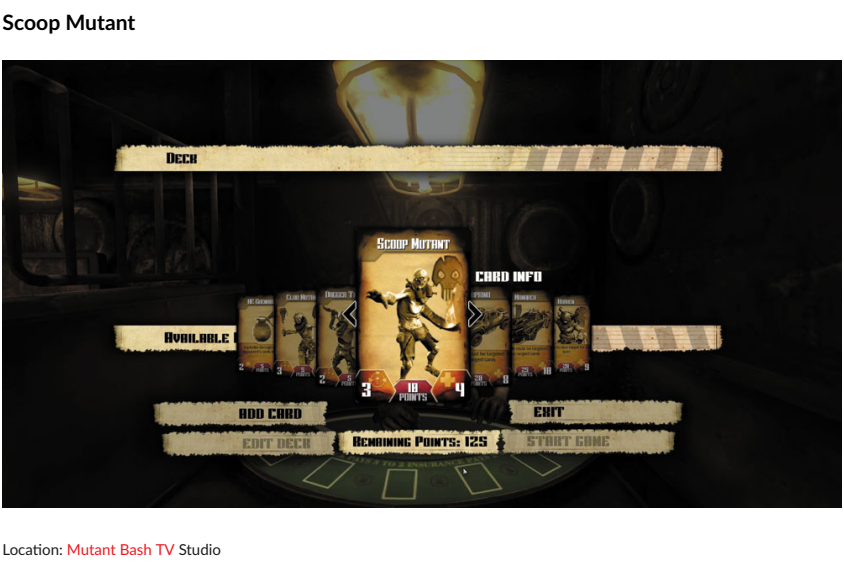
You can find this card in the Radio Tower shack, just before climbing the ladder.

Sally

Location: Wellspring

Return to Sally after destroying a bandit vehicle to get your payment as well as this card.

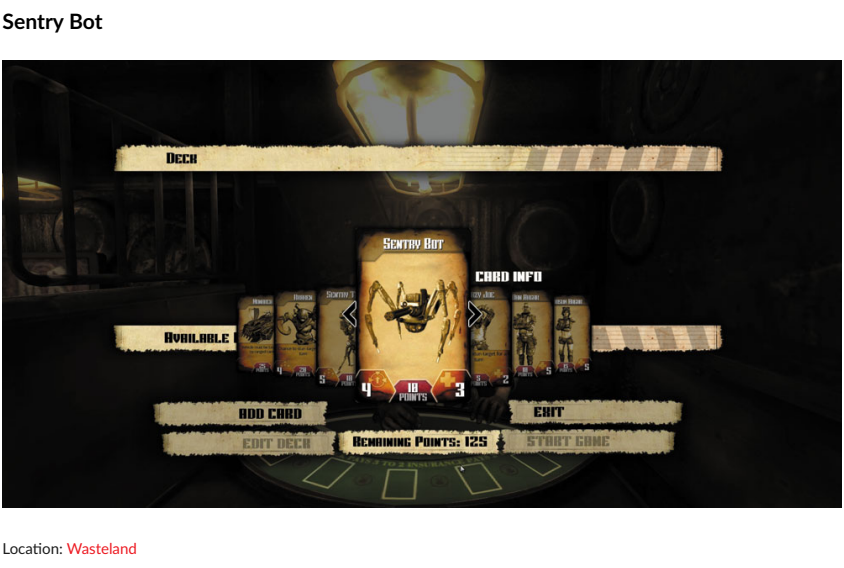
Scoop Mutant


SCOOP MUTANT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Mutant Bash TV Studio

After surviving the final arena, look for this card sitting on a crate on the left side of the corridor before reaching the exit.

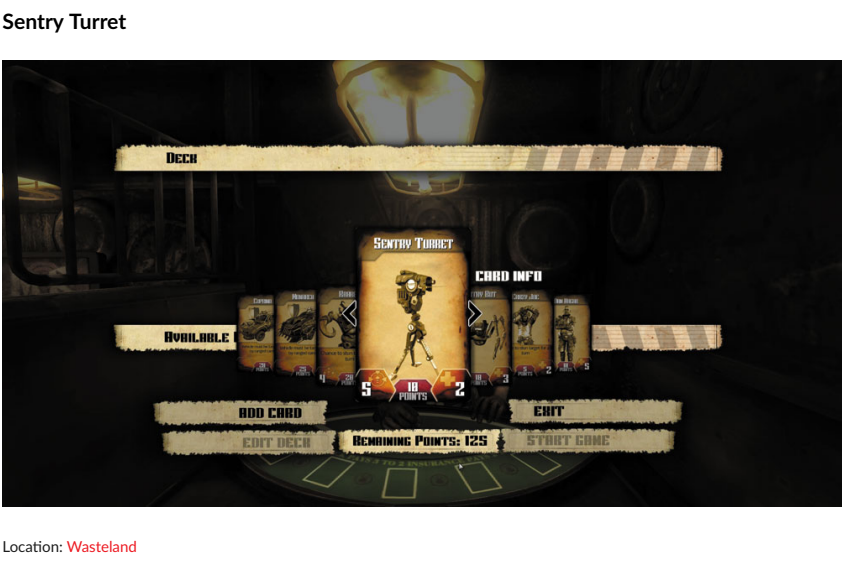
Sentry Bot


SENTRY BOT
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

Before crossing the narrow footbridge bridge leading to Dr. Kvasir's lab, turn to the left. This card is sitting on the ground next to a low rock, just north of the Stanley Express mailbox. It's partially obscured by plants plus the card's box blends in with the color of the soil, making it hard to spot.

Sentry Turret


SENTRY TURRET
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

When heading to the Radio Tower or Wasted Garage entrance, look for this card in the concrete building. It's located in a dead-end room, down a short flight of steps, sitting on a chair.

Sheriff Black

Location: Starter Deck

This card is one of five included in the Starter Deck. You can purchase the deck for $50 from Hendrick, Coffer, or Jani.

Shield Guard

Location: Authority Prison

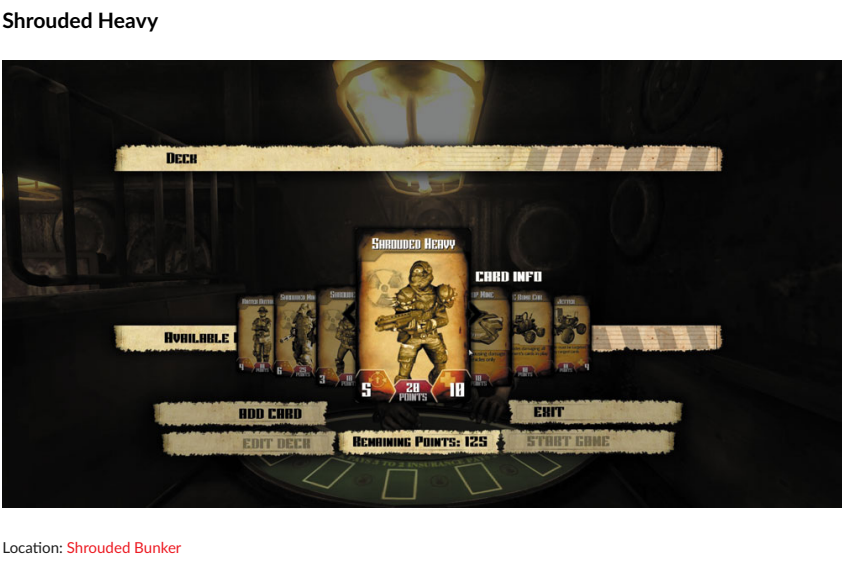
After splitting up with Captain Marshall, look for a small room on the right side of the corridor before you reach the prison's exit—the card can be found inside this small closet. You cannot return to this location, so grab this card before leaving.

Shrouded AR

Location: Shrouded Bunker

After clearing out the atrium, look for this card on a shelf near the lift.

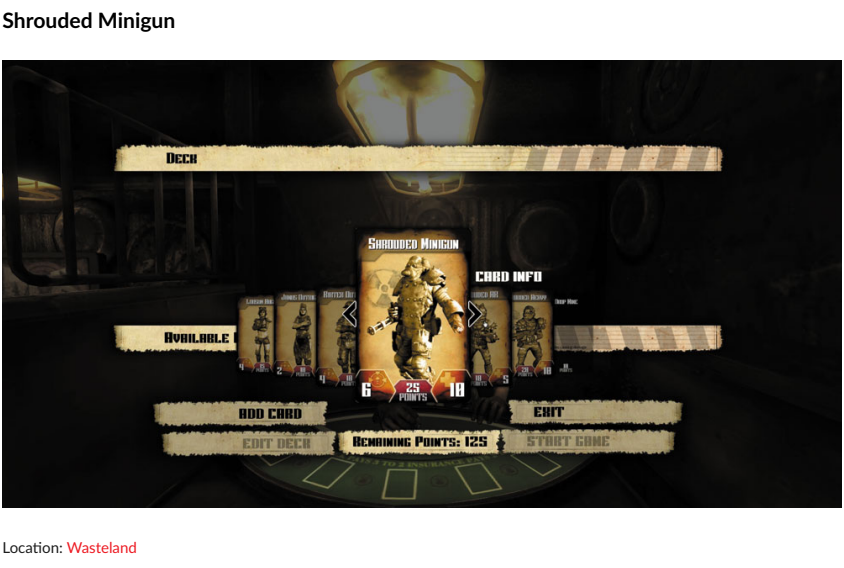
Shrouded Heavy


SHROUDED HEAVY
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Shrouded Bunker

This card is located in a pipe on the upper floor above the workshop adjacent to the second bomb cache. Grab the card before alerting the bandits on the floor below.

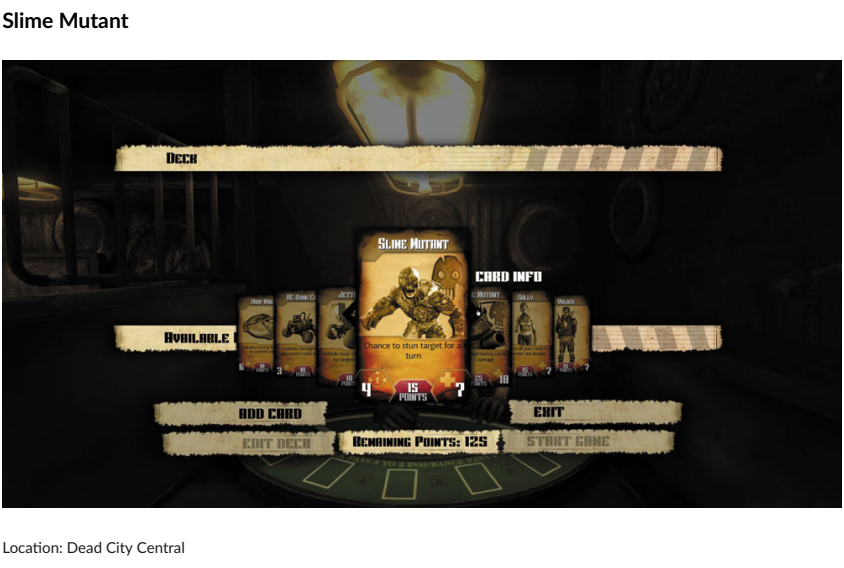
Shrouded Minigun


SHROUDED MINIGUN
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasteland

After assaulting the Feltrite Refinery, look in the blue shipping container to find this card.

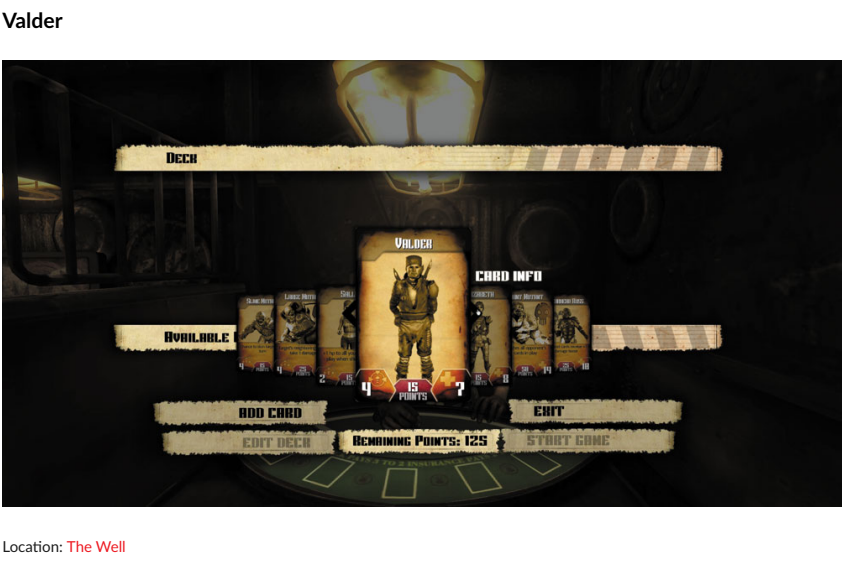
Slime Mutant


SLIME MUTANT
Chance to stun target for a turn
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Dead City Central

In the mall, look on the round table outside the shop you blasted open by shooting the gas tanks.

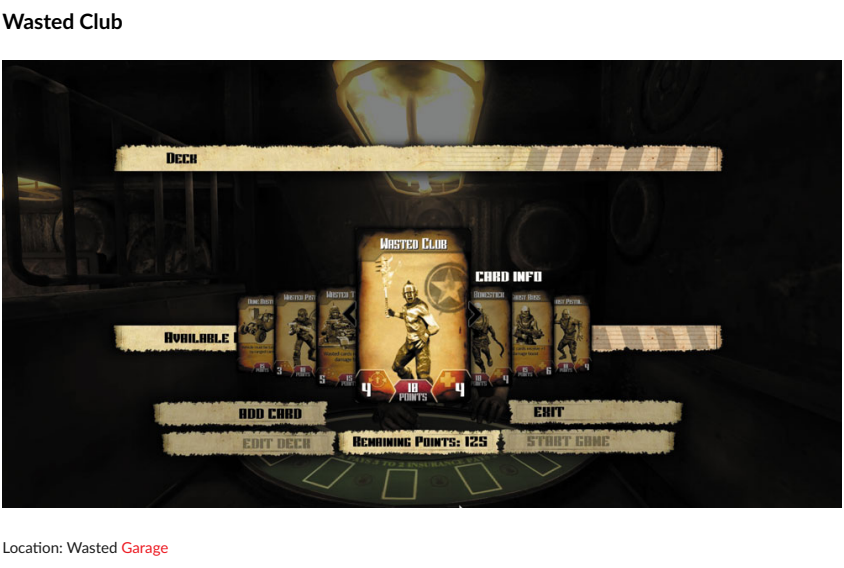
Valder


VALDER
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: The Well

Look for this card in the dead-end tunnel while Valder and the city guards attempt to open the gate leading into the final area where the Ghost Clan is attempting to release their toxin. You cannot return to this location, so grab this card before leaving.

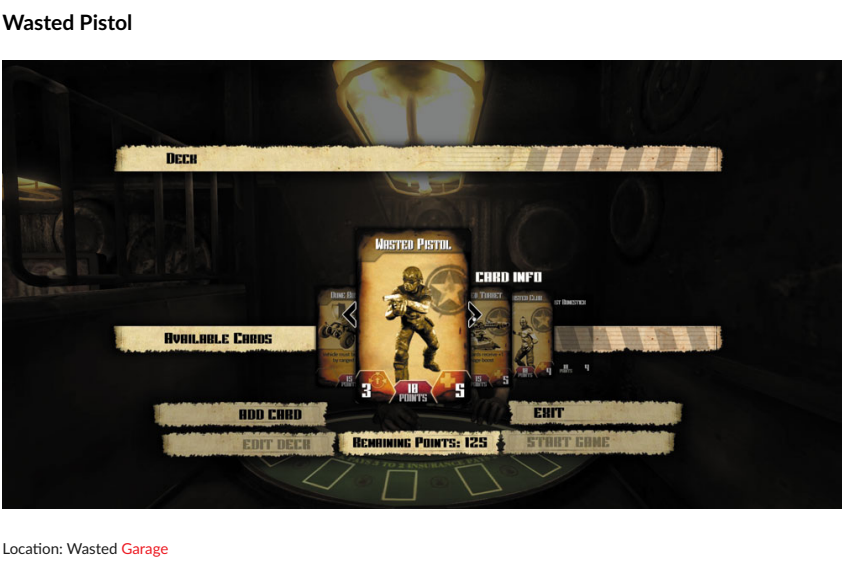
Wasted Club


WASTED CLUB
DECK
AVAILABLE
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasted Garage

This card is located atop the dead-end stairwell on the Wasted Garage's third floor. Look on the floor near the banister, just below a couple of Beer Bottles.

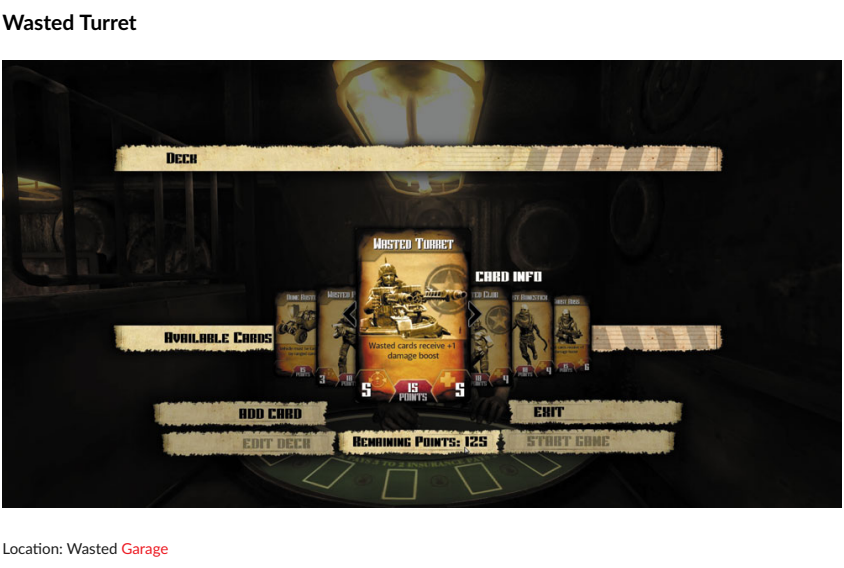
Wasted Pistol


WASTED PISTOL
DECK
AVAILABLE CARDS
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasted Garage

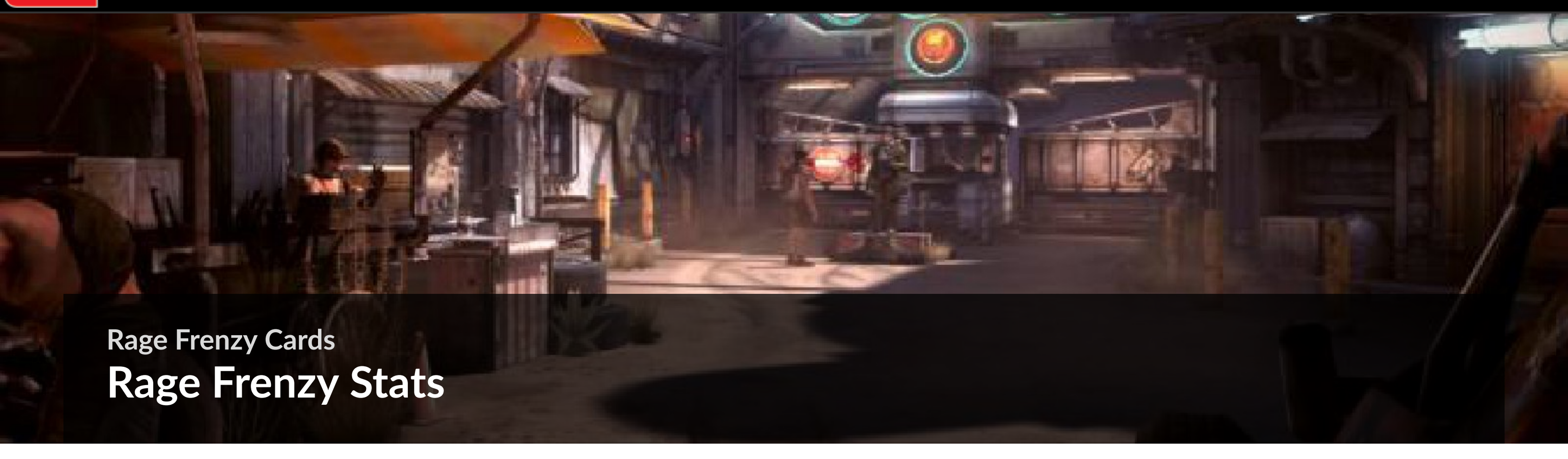
Look for this card in a box beneath the staircase immediately after taking the same stairs down to the second floor. You can hear the nearby bandits talking about the latest episode of Mutant Bash TV.

Wasted Turret


WASTED TURRET
Wasted cards receive +1 damage boost
DECK
AVAILABLE CARDS
CARD INFO
ADD CARD
EXIT
EDIT DECK
REMAINING POINTS: 125
START GAME

Location: Wasted Garage

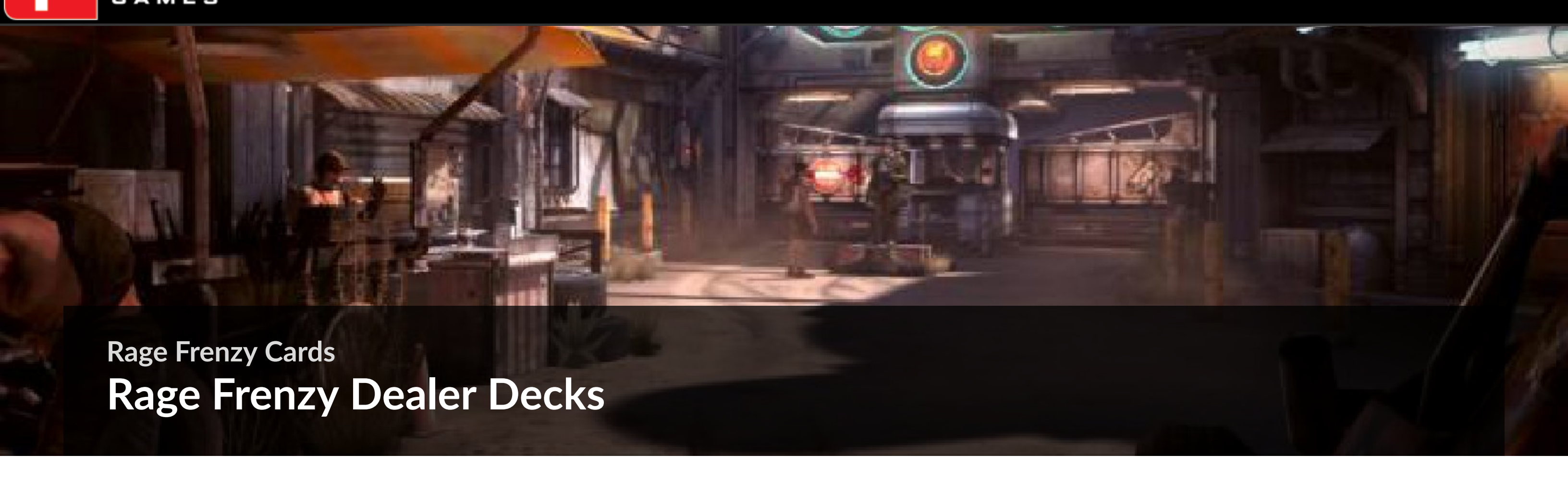
After defeating the Wasted Clan's boss, look for this card on a shelf, not far from the Piston Assembly.



Rage Frenzy Stats

RAGE Frenzy Card Stats

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Adv. Sentry Bot	Melee	—	15	5	6	—
Authority Mutant	Melee	Authority	15	5	7	—
Captain Marshall	Ranged	Settler	20	4	9	Settler cards receive +1 damage boost
City Guard	Ranged	Settler	5	2	2	—
Club Mutant	Melee	Mutant	5	3	2	—
Crazy Joe	Melee	Settler	5	2	2	Chance to stun target for a turn
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards
Dagger Thrower	Ranged	Mutant	5	2	2	—
Dan Hagar	Melee	Settler	10	3	5	—
Drone	Healer	—	10	2	5	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Drop Ship	Vehicle	—	30	—	12	Vehicle must be targeted by ranged cards
Dune Buster	Vehicle	—	15	—	6	Vehicle must be targeted by ranged cards
Dyno-Mutant	Explosive	Mutant	10	3	—	Explodes damaging all opponent's cards in play
Elite Guard	Ranged	Authority	30	7	12	—
Elizabeth	Healer	Settler	15	2	8	—
EMP Grenade	Explosive	—	10	5	—	Explodes damaging all opponent's cards in play
Enforcer	Ranged	Authority	15	4	7	—
Gearhead Boss	Melee	Gearhead Clan	25	6	10	Gearhead cards receive +1 damage boost
Gearhead Jet	Melee	Gearhead Clan	20	7	7	—
Gearhead Shotgun	Melee	Gearhead Clan	15	4	8	—
Ghost Bonestick	Ranged	Ghost Clan	10	3	4	—
Ghost Boss	Ranged	Ghost Clan	15	4	6	Ghost cards receive +1 damage boost
Ghost Pistol	Melee	Ghost Clan	10	4	4	—
Giant Mutant	Ranged	Mutant	50	3	14	Smashes all opponent's cards in play
HE Grenades	Explosive	—	5	2	—	Explodes damaging all opponent's cards in play
Jackal Club	Melee	Jackal Clan	15	5	7	—
Jackal Crossbow	Ranged	Jackal Clan	15	4	7	—
Janus Outrigger	Healer	Settler	10	2	5	—
Jetter	Vehicle	—	10	—	4	Vehicle must be targeted by ranged cards
JK Stiles	Melee	Mutant	15	2	7	Mutant cards receive +2 damage boost
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Large Mutant	Ranged	Mutant	25	4	10	Target's neighboring cards take 1 damage
Loosum Hagar	Ranged	Settler	15	4	5	—
Mayor Clayton	Melee	Settler	10	2	5	Settler cards receive +1 health boost
Monarch	Vehicle	—	25	—	10	Vehicle must be targeted by ranged cards
Portman	Melee	Settler	15	5	7	—
Power Supply	—	Authority	20	—	7	+1 dmg and +1 hp to Authority cards
RC Bomb Car	Explosive	—	10	3	—	Explodes damaging all opponent's cards in play
Rikter Outrigger	Melee	Settler	10	4	4	—
Sally	Melee	Settler	15	2	7	+1 health to all your cards in play when she attacks
Scoop Mutant	Ranged	Mutant	10	3	4	—
Sentry Bot	Melee	—	10	4	3	—
Sentry Turret	Ranged	—	10	5	2	—
Sheriff Black	Melee	Settler	15	3	7	Settler cards receive +1 damage boost
Shield Guard	Melee	Authority	15	4	7	-1 to damage received
Shrouded AR	Ranged	Shrouded Clan	10	3	5	—
Shrouded Heavy	Melee	Shrouded Clan	20	5	10	—
Shrouded Minigun	Ranged	Shrouded Clan	25	6	10	—
Slime Mutant	Melee	Mutant	15	4	7	Chance to stun target for a turn
Valder	Ranged	Settler	15	4	7	—
Wasted Club	Melee	Wasted Clan	10	4	4	—
Wasted Pistol	Melee	Wasted Clan	10	3	5	—
Wasted Turret	Ranged	Wasted Clan	15	5	5	Wasted cards receive +1 damage boost



Rage Frenzy Cards

Rage Frenzy Dealer Decks

During games of Rage Frenzy, each dealer has seven pre-made decks: three easy decks, three normal decks, and one hard deck. When playing easy or normal games, one of the three dealer decks is chosen at random. Since each dealer has only one hard deck, there is no randomness determining which cards you'll face in these high-stakes games. You can learn a lot about deck construction by studying the following decks used by the dealers.

Hendrick Bandit Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Wasted Pistol	Melee	Wasted Clan	10	3	5	—
Wasted Turret	Ranged	Wasted Clan	15	5	5	Wasted cards receive +1 damage boost
Wasted Club	Melee	Wasted Clan	10	4	4	—
Ghost Bonestick	Ranged	Ghost Clan	10	3	4	—
Ghost Boss	Ranged	Ghost Clan	15	4	6	Ghost cards receive +1 damage boost
Ghost Pistol	Melee	Ghost Clan	10	4	4	—
HE Grenades	Explosive	—	5	2	—	Explodes damaging all opponent's cards in play

Hendrick Mutant Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Club Mutant	Melee	Mutant	5	3	2	—
Dagger Thrower	Ranged	Mutant	5	2	2	—
Scoop Mutant	Ranged	Mutant	10	3	4	—
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards
JK Stiles	Melee	Mutant	15	2	7	Mutant cards receive +2 damage boost
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn

Hendrick Settler Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
HE Grenades	Explosive	—	5	2	—	Explodes damaging all opponent's cards in play
Sentry Turret	Ranged	—	10	5	2	—
Sentry Bot	Melee	—	10	4	3	—
Crazy Joe	Melee	Settler	5	2	2	Chance to stun target for a turn
Dan Hagar	Melee	Settler	10	3	5	—
Loosum Hagar	Ranged	Settler	15	4	5	—
Janus Outrigger	Healer	Settler	10	2	5	—
Rikter Outrigger	Melee	Settler	10	4	4	—

Hendrick Bandit Deck (Normal)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Shrouded Minigun	Ranged	Shrouded Clan	25	6	10	—
Shrouded AR	Ranged	Shrouded Clan	10	3	5	—
Shrouded Heavy	Melee	Shrouded Clan	20	5	10	—
Ghost Boss	Ranged	Ghost Clan	15	4	6	Ghost cards receive +1 damage boost
Ghost Pistol	Melee	Ghost Clan	10	4	4	—
Ghost Bonestick	Ranged	Ghost Clan	10	3	4	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Jetter	Vehicle	—	10	—	4	Vehicle must be targeted by ranged cards
RC Bomb Car	Explosive	—	10	3	—	Explodes damaging all opponent's cards in play
HE Grenades	Explosive	—	5	2	—	Explodes damaging all opponent's cards in play

Hendrick Mutant Deck (Normal)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
JK Stiles	Melee	Mutant	15	2	7	Mutant cards receive +2 damage boost
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Dagger Thrower	Ranged	Mutant	5	2	2	—
Club Mutant	Melee	Mutant	5	3	2	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Slime Mutant	Melee	Mutant	15	4	7	Chance to stun target for a turn
Scoop Mutant	Ranged	Mutant	10	3	4	—
Large Mutant	Ranged	Mutant	25	4	10	Target's neighboring cards take 1 damage

Hendrick Settler Deck (Normal)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Mayor Clayton	Melee	Settler	10	2	5	Settler cards receive +1 health boost
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards
City Guard	Ranged	Settler	5	2	2	—
Crazy Joe	Melee	Settler	5	2	2	Chance to stun target for a turn
Janus Outrigger	Healer	Settler	10	2	5	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Dan Hagar	Melee	Settler	10	3	5	—
Loosum Hagar	Ranged	Settler	15	4	5	—
Sally	Melee	Settler	15	2	7	+1 health to all your cards in play when she attacks
Sheriff Black	Melee	Settler	15	3	7	Settler cards receive +1 damage boost
Valder	Ranged	Settler	15	4	7	—
Dune Buster	Vehicle	—	15	—	6	Vehicle must be targeted by ranged cards
HE Grenades	Explosive	—	5	2	—	Explodes damaging all opponent's cards in play

Hendrick Mixed Deck (Hard)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Elizabeth	Healer	Settler	15	2	8	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Captain Marshall	Ranged	Settler	20	4	9	Settler cards receive +1 damage boost
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Giant Mutant	Ranged	Mutant	50	3	14	Smashes all opponent's cards in play
Loosum Hagar	Ranged	Settler	15	4	5	—
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards
Shrouded Minigun	Ranged	Shrouded Clan	25	6	10	—
Wasted Turret	Ranged	Wasted Clan	15	5	5	Wasted cards receive +1 damage boost
Ghost Boss	Ranged	Ghost Clan	15	4	6	Ghost cards receive +1 damage boost
Shrouded Heavy	Melee	Shrouded Clan	20	5	10	—
Slime Mutant	Melee	Mutant	15	4	7	Chance to stun target for a turn

Teague Bandit Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Gearhead Boss	Melee	Gearhead Clan	25	6	10	Gearhead cards receive +1 damage boost
Gearhead Jet	Melee	Gearhead Clan	20	7	7	—
Gearhead Shotgun	Melee	Gearhead Clan	15	4	8	—
Adv. Sentry Bot	Melee	—	15	5	6	—

Teague Mutant Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
JK Stiles	Melee	Mutant	15	2	7	Mutant cards receive +2 damage boost
Scoop Mutant	Ranged	Mutant	10	3	4	—
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Dagger Thrower	Ranged	Mutant	5	2	2	—
Club Mutant	Melee	Mutant	5	3	2	—
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards

Teague Settler Deck (Easy)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Elizabeth	Healer	Settler	15	2	8	—
Portman	Melee	Settler	15	5	7	—
Captain Marshall	Ranged	Settler	20	4	9	Settler cards receive +1 damage boost
Monarch	Vehicle	—	25	—	10	Vehicle must be targeted by ranged cards

Teague Authority Deck (Normal)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Drone	Healer	—	10	2	5	—
Elite Guard	Ranged	Authority	30	7	12	—
Enforcer	Ranged	Authority	15	4	7	—
Authority Mutant	Melee	Authority	15	5	7	—
Power Supply	—	Authority	20	—	7	+1 dmg and +1 hp to Authority cards
Drop Ship	Vehicle	—	30	—	12	Vehicle must be targeted by ranged cards
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
EMP Grenade	Explosive	—	10	5	—	Explodes damaging all opponent's cards in play

Teague Bandit Deck (Normal)

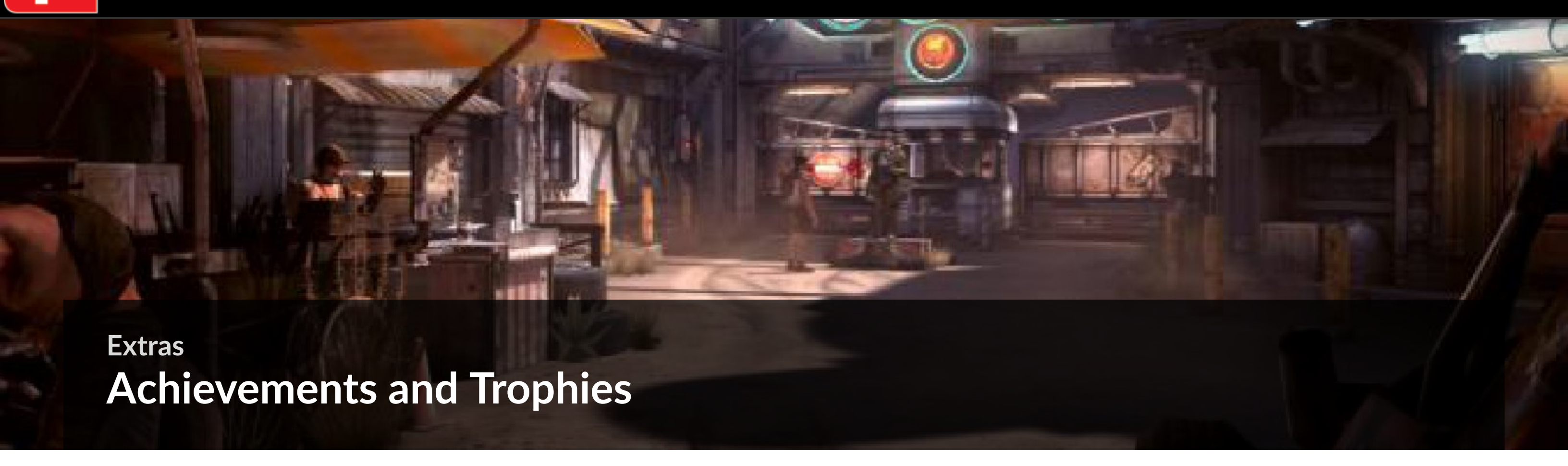
Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Gearhead Jet	Melee	Gearhead Clan	20	7	7	—
Gearhead Boss	Melee	Gearhead Clan	25	6	10	Gearhead cards receive +1 damage boost
Gearhead Shotgun	Melee	Gearhead Clan	15	4	8	—
Jackal Club	Melee	Jackal Clan	15	5	7	—
Jackal Crossbow	Ranged	Jackal Clan	15	4	7	—
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Monarch	Vehicle	—	25	—	10	Vehicle must be targeted by ranged cards

Teague Mutant Deck (Normal)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
JK Stiles	Melee	Mutant	15	2	7	Mutant cards receive +2 damage boost
Slime Mutant	Melee	Mutant	15	4	7	Chance to stun target for a turn
Dyno-Mutant	Explosive	Mutant	10	3	—	Explodes damaging all opponent's cards in play
Scoop Mutant	Ranged	Mutant	10	3	4	—
Large Mutant	Ranged	Mutant	25	4	10	Target's neighboring cards take 1 damage
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Cuprino	Vehicle	—	20	—	8	Vehicle must be targeted by ranged cards

Teague Authority Deck (Hard)

Name	Card Type	Faction	Cost	Damage	Health	Special Ability
Authority Mutant	Melee	Authority	15	5	7	—
Enforcer	Ranged	Authority	15	4	7	—
Elite Guard	Ranged	Authority	30	7	12	—
Shield Guard	Melee	Authority	15	4	7	-1 to damage received
Power Supply	—	Authority	20	—	7	+1 dmg and +1 hp to Authority cards
EMP Grenade	Explosive	—	10	5	—	Explodes damaging all opponent's cards in play
Kraken	Ranged	Mutant	20	4	9	Chance to stun target for a turn
Giant Mutant	Ranged	Mutant	50	3	14	Smashes all opponent's cards in play
Large Mutant	Ranged	Mutant	25	4	10	Target's neighboring cards take 1 damage
Drop Mine	Explosive	—	10	6	—	Explodes damaging all opponent's cards in play
Drop Ship	Vehicle	—	30	—	12	Vehicle must be targeted by ranged cards
Drone	Healer	—	10	2	5	—



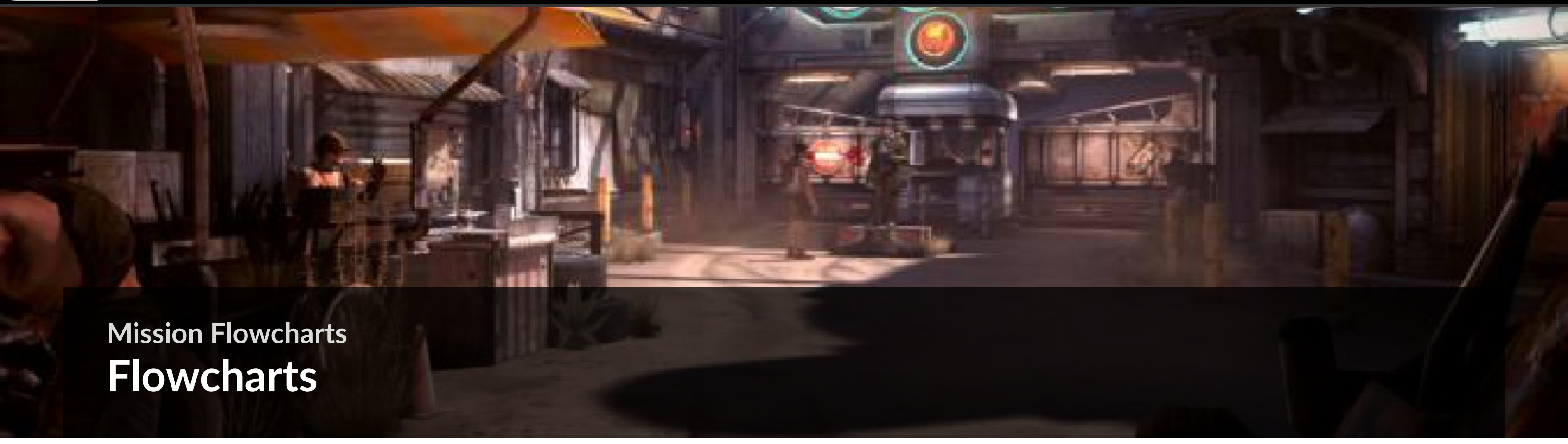
Extras

Achievements and Trophies

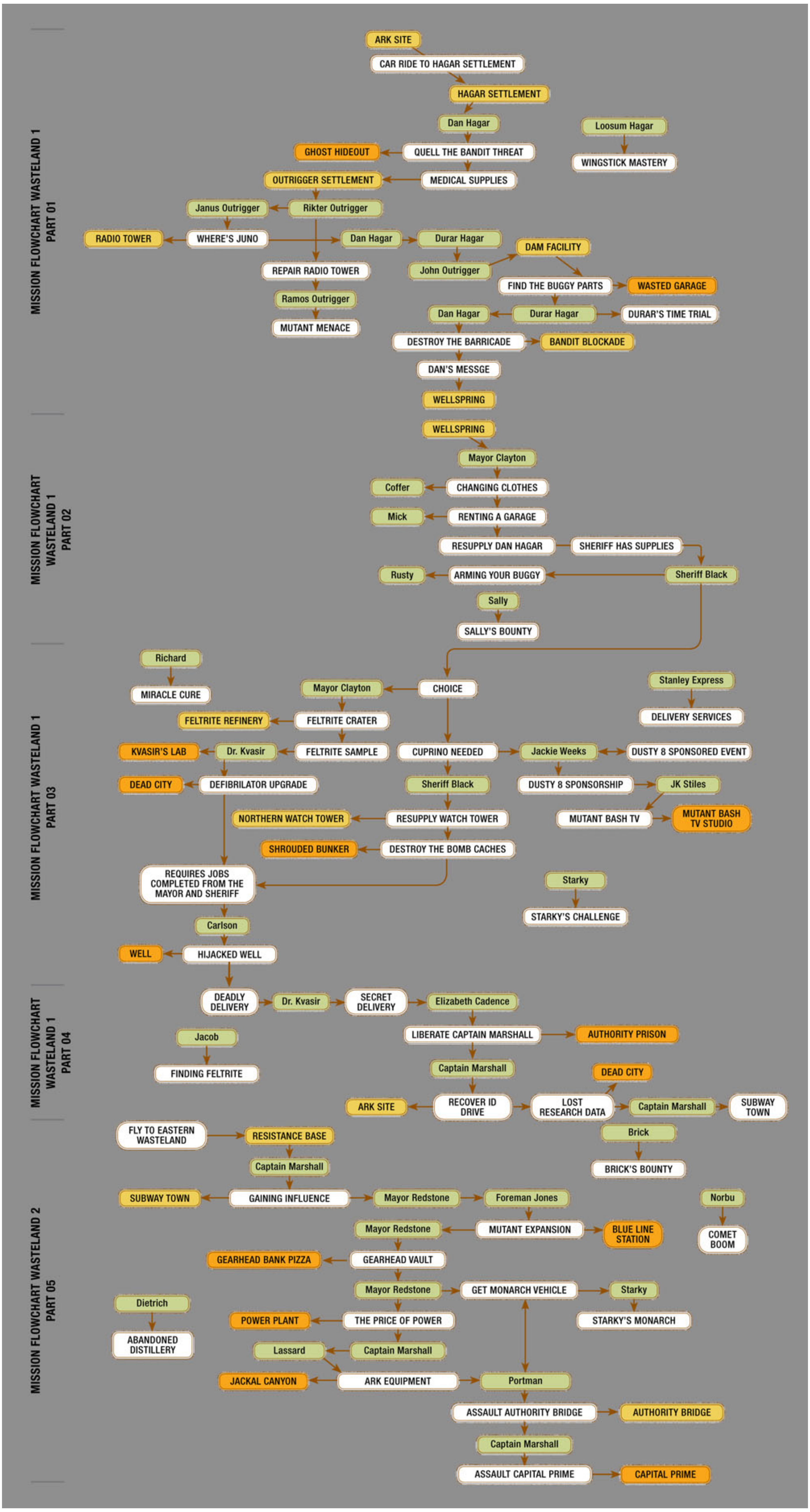
Achievements & Trophies

Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
Campaign				
	Ghost Buster	Complete Ghost Hideout in the Campaign	10	Bronze
	Waste Management	Complete Wasted Garage in the Campaign	10	Bronze
	It's Alive!	Complete Dead City in the Campaign	10	Bronze
	Gladiator	Complete Mutant Bash TV in the Campaign	10	Bronze
	Bringin' Home the Bacon	Earn 750 dollars in one episode of Mutant Bash TV in the Campaign	20	Bronze
	Debunked	Complete Shrouded Bunker in the Campaign	10	Bronze
	Wellness Plan	Complete The Well in the Campaign	10	Bronze
	Jail Break	Complete Authority Prison in the Campaign	10	Bronze
	ytiC daeD	Complete Dead City Reverse in the Campaign	10	Bronze
	Mutie Blues	Complete Blue Line Station in the Campaign	10	Bronze
	Vault Assault	Complete Gearhead Vault in the Campaign	10	Bronze
	Power Struggle	Complete Power Plant in the Campaign	10	Bronze
	Decrypted	Complete Jackal Canyon in the Campaign	10	Bronze
	Dev Graffiti	Find the secret Developer Graffiti Room	15	Bronze
	Mr. Oddjob	Complete 5 job board quests in one play-through	40	Silver
Completion				
	Hey, not too rough	Finish the Campaign on any difficulty	50	Gold
	Hurt me plenty	Finish the Campaign on at least Normal difficulty	25	Silver
	Obsessive Compulsive	Reach 100% completion in the Campaign	75	Gold
	RAGE Nightmare	Finish the Campaign on Nightmare difficulty	25	Silver
	Ultra-violence	Finish the Campaign on at least Hard difficulty	25	Silver
Weapons				
	Decapathon	Get 10 headshot kills with the Wingstick	15	Bronze
	Hat Trick	Kill at least 3 enemies with a single mind-controlled enemy	15	Bronze
	Jetpacker	Kill an authority enforcer during jetpack descent	20	Bronze
	Open Minded	Get 10 headshot kills with the Sniper Rifle	15	Bronze
	Silent But Deadly	Stealth kill 10 enemies with the Striker Crossbow	15	Bronze
Collecting				
	Gotta Have 'Em All	Collect all Playing Cards on one play-through	20	Bronze
	Jumper	Perform all 18 Vehicle Jumps	20	Bronze
	Master Chef	Collect all Recipes and Schematics in one play-through	20	Bronze
Driving				
	Demolition Man	Destroy 100 enemy cars	20	Bronze
	It's Good!	Score each of the 3 Field Goals from the ATV	15	Bronze
	Lead Foot	Win a race in the Campaign	10	Bronze
	Rage Cup	Win all races in the Campaign	50	Silver
	Roadkill	Run over 10 mutants	15	Bronze
Engineering				
	Arts and Crafts	Construct 10 Engineering Items	10	Bronze
	Keep 'Em Coming	Get 5 kills with one deployed Sentry Turret	30	Silver
	Mechanocide	Kill 100 enemies with Sentry Bots, Sentry Turrets, or RC Bomb Cars	50	Silver
	Passive Aggressive	Get 3 kills with a single Sentry Bot	30	Silver
	Three Birds, One Bomb Car	Kill 3 enemies with one RC Bomb Car	30	Silver
	Tinkerer	Construct 50 Engineering Items	20	Bronze
Minigames				
	Deliverance	Complete the final round of Strum	15	Bronze
	Hardest Deck	Beat Teague's hardest deck	25	Bronze
	JACKPOT!	Roll 4 Targets in the first round of Comets	15	Bronze
	Just a Flesh Wound	Complete the final round of 5 Finger Filet	15	Bronze
	Minigamer	Win all Minigames	15	Bronze
Multiplayer				
	A True Legend	Complete a Legend of the Wasteland on Nightmare difficulty	25	Silver
	Anthology	Complete all Legends of the Wasteland	20	Bronze
	No Room for Sidekicks	Complete a Legend of the Wasteland without any player(s) becoming incapacitated	15	Bronze
	The Legend Begins…	Complete a Legend of the Wasteland	10	Bronze
	Fresh Meat	Complete a public Road RAGE match	10	Bronze
	MVP	Get first place in a public Road RAGE match	20	Bronze
PS3 Exclusive				
	Master of the Wastelands	Earn all 50 trophies	N/A	Platinum



Flowcharts


MISSION FLOWCHART WASTELAND 1 PART 01
ARK SITE
CAR RIDE TO HAGAR SETTLEMENT
HAGAR SETTLEMENT
Dan Hagar
Loosum Hagar
GHOST HIDEOUT
QUELL THE BANDIT THREAT
WINGSTICK MASTERY
OUTRIGGER SETTLEMENT
MEDICAL SUPPLIES
Janus Outrigger
Rikter Outrigger
RADIO TOWER
WHERE'S JUNO
Dan Hagar
Durar Hagar
DAM FACILITY
REPAIR RADIO TOWER
John Outrigger
FIND THE BUGGY PARTS
WASTED GARAGE
Ramos Outrigger
Dan Hagar
Durar Hagar
DURAR'S TIME TRIAL
MUTANT MENACE
DESTROY THE BARRICADE
BANDIT BLOCKADE
DAN'S MESSGE
WELLSPRING
MISSION FLOWCHART WASTELAND 1 PART 02
WELLSPRING
Mayor Clayton
Coffer
CHANGING CLOTHES
Mick
RENTING A GARAGE
RESUPPLY DAN HAGAR
SHERIFF HAS SUPPLIES
Rusty
ARMING YOUR BUGGY
Sheriff Black
Sally
SALLY'S BOUNTY
MISSION FLOWCHART WASTELAND 1 PART 03
Richard
MIRACLE CURE
Mayor Clayton
CHOICE
Stanley Express
DELIVERY SERVICES
FELTRITE REFINERY
FELTRITE CRATER
KVASIR'S LAB
Dr. Kvasir
FELTRITE SAMPLE
CUPRINO NEEDED
Jackie Weeks
DUSTY 8 SPONSORED EVENT
DEAD CITY
DEFIBRILATOR UPGRADE
Sheriff Black
DUSTY 8 SPONSORSHIP
JK Stiles
NORTHERN WATCH TOWER
RESUPPLY WATCH TOWER
MUTANT BASH TV
MUTANT BASH TV STUDIO
SHROUDED BUNKER
DESTROY THE BOMB CACHES
REQUIRES JOBS COMPLETED FROM THE MAYOR AND SHERIFF
Starky
STARKY'S CHALLENGE
Carlson
WELL
HIJACKED WELL
MISSION FLOWCHART WASTELAND 1 PART 04
DEADLY DELIVERY
Dr. Kvasir
SECRET DELIVERY
Elizabeth Cadence
Jacob
LIBERATE CAPTAIN MARSHALL
AUTHORITY PRISON
FINDING FELTRITE
Captain Marshall
DEAD CITY
ARK SITE
RECOVER ID DRIVE
LOST RESEARCH DATA
Captain Marshall
SUBWAY TOWN
MISSION FLOWCHART WASTELAND 2 PART 05
FLY TO EASTERN WASTELAND
RESISTANCE BASE
Brick
BRICK'S BOUNTY
Captain Marshall
SUBWAY TOWN
GAINING INFLUENCE
Mayor Redstone
Foreman Jones
Norbu
Mayor Redstone
MUTANT EXPANSION
BLUE LINE STATION
COMET BOOM
GEARHEAD BANK PIZZA
GEARHEAD VAULT
Mayor Redstone
GET MONARCH VEHICLE
Starky
Dietrich
POWER PLANT
THE PRICE OF POWER
STARKY'S MONARCH
ABANDONED DISTILLERY
Lassard
Captain Marshall
JACKAL CANYON
ARK EQUIPMENT
Portman
ASSAULT AUTHORITY BRIDGE
AUTHORITY BRIDGE
Captain Marshall
ASSAULT CAPITAL PRIME
CAPITAL PRIME

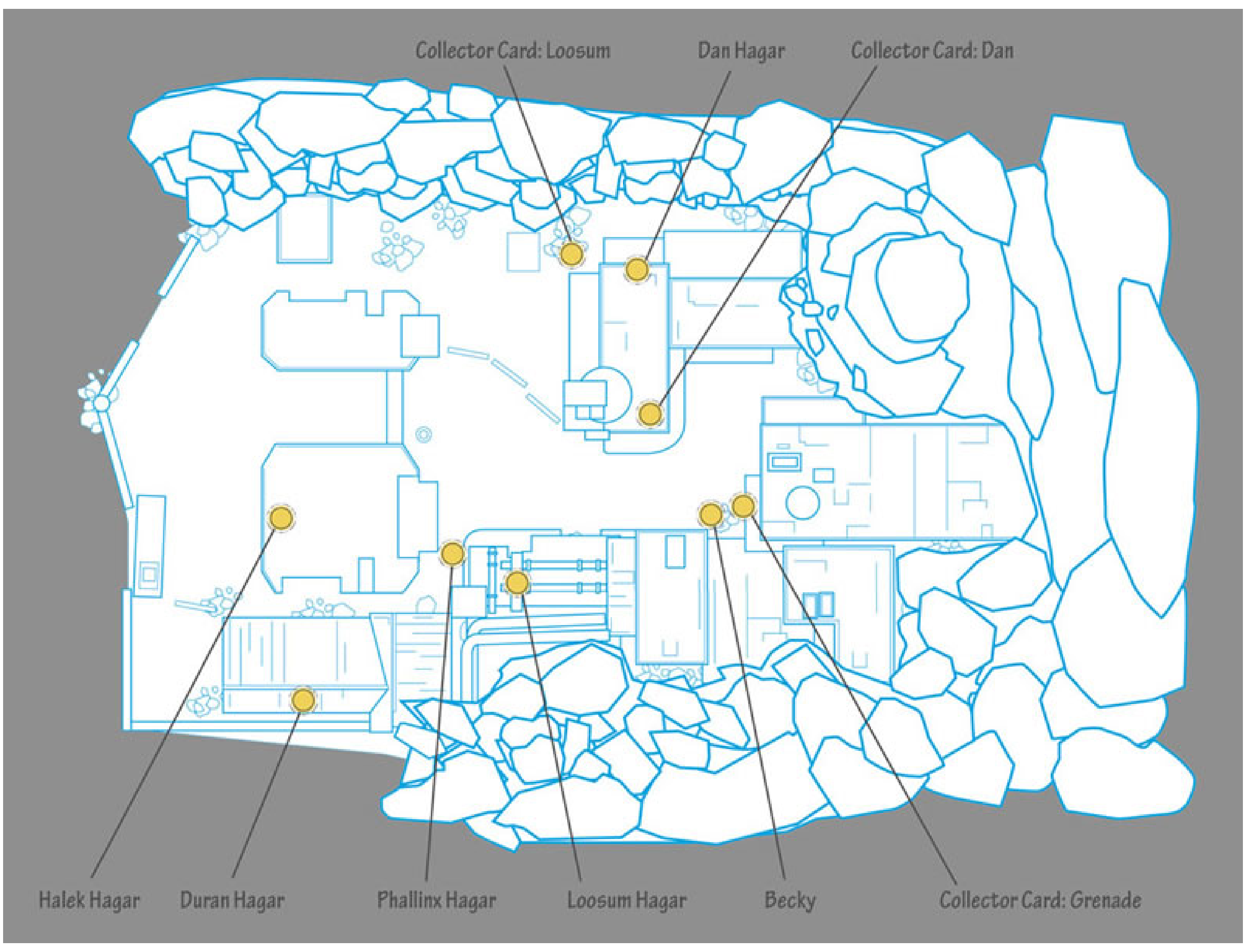
Wasteland

Prologue

Although calm, there's also a sense of urgency to the feminine voice warning of an outside disturbance. Within seconds you're standing outside your cryogenic chamber in a dimly lit circular room. Other cryogenic chambers line the walls of the room, but they remain closed. With the exception of that calm, disembodied voice, you are alone. In an effort to calibrate the Nanotrite vertical coordination system, text on the screen orders you to look up, then look down. Once you've completed these directives you're given the opportunity to invert the vertical controls. Following the vertical calibration process, the voice runs a series of diagnostics, listing several malfunctioning systems. The Nanotrites in your body are active, however, and the outer door lock is disengaged.

Turn to the right to locate the outer door. Step toward the door until an icon appears on the screen. This icon indicates that you can interact with the door. Similar icons appear when you can interact with objects or characters. Press the button/key shown within the icon to open the door to the outside world. It takes your eyes a few seconds to adjust to the bright sun beating down on an arid, desolate landscape. You stand on a narrow platform overlooking the crumbling debris of a dam.

Hagar Settlement

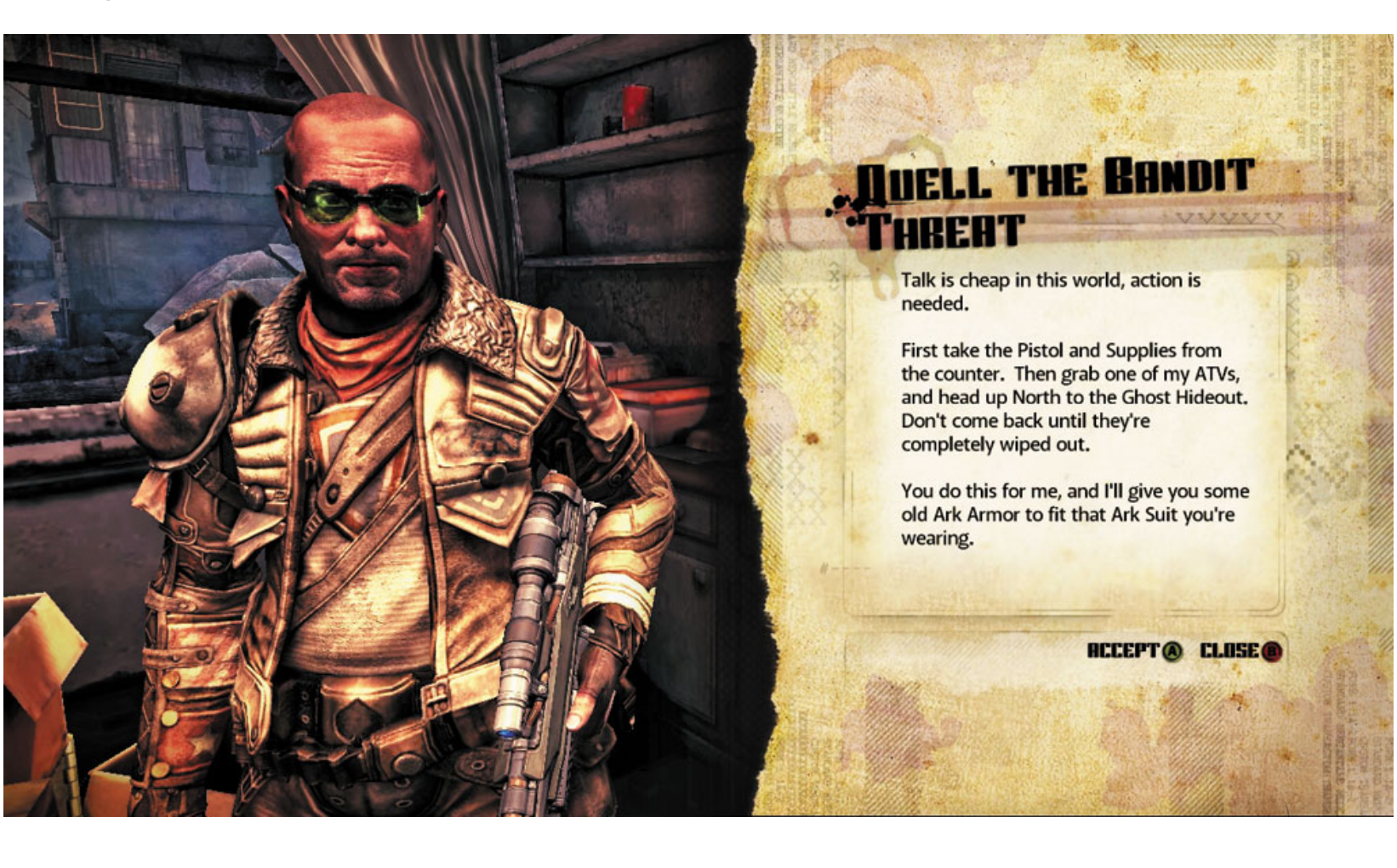


Wasteland

Quell Bandits

Quell the Bandit Threat

Dan Hagar



QUELL THE BANDIT THREAT

Talk is cheap in this world, action is needed.

First take the Pistol and Supplies from the counter. Then grab one of my ATVs, and head up North to the Ghost Hideout. Don't come back until they're completely wiped out.

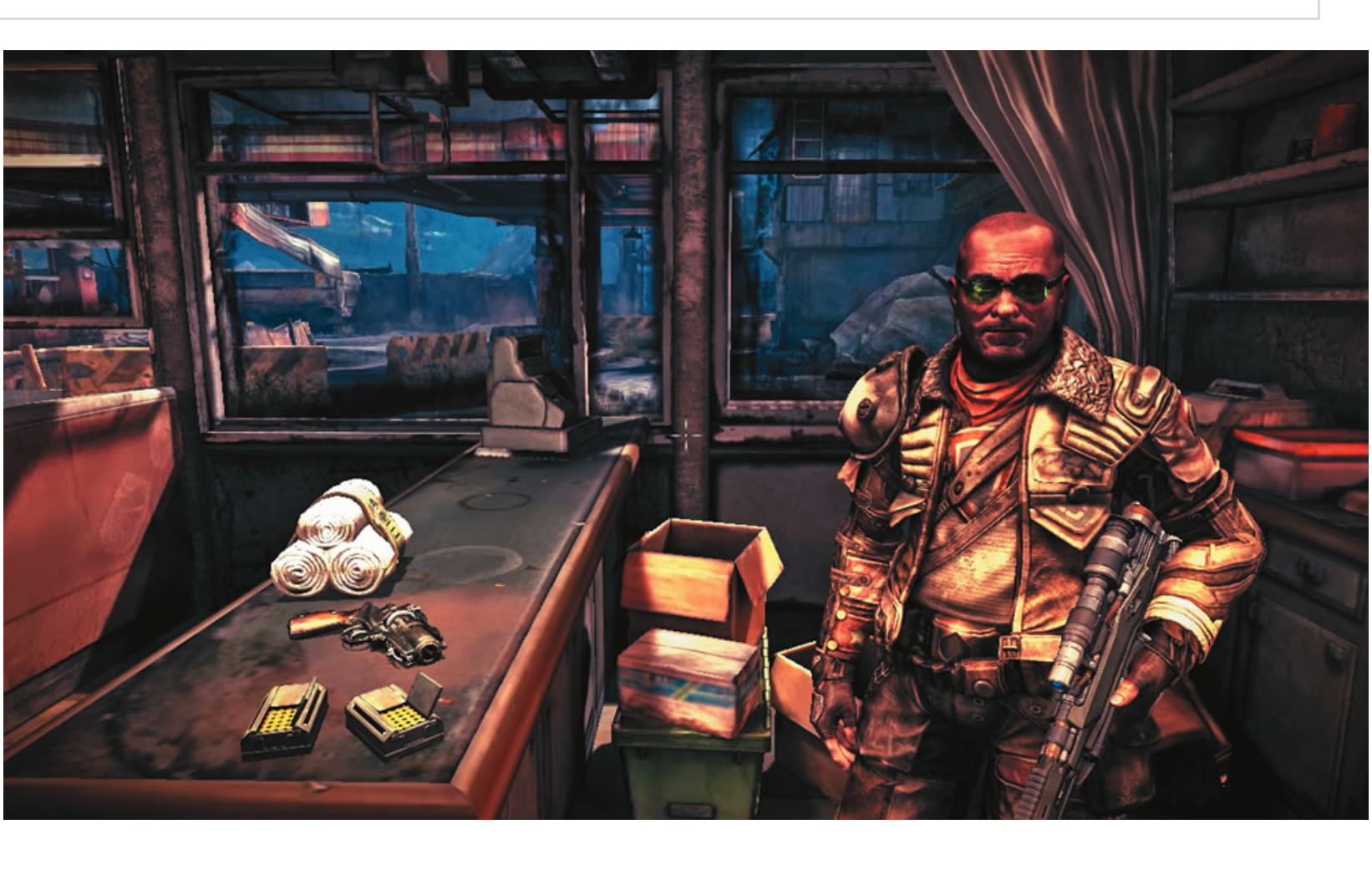
You do this for me, and I'll give you some old Ark Armor to fit that Ark Suit you're wearing.

Objective: Wipe out the Ghost Clan at their Hideout.

Talk is cheap in this world; action is needed.
First take the Pistol and Supplies from the counter. Then grab one of my ATVs, and head up north to the Ghost Hideout. Don't come back until the bandits are completely wiped out.

You do this for me, and I'll give you some old Ark Armor for the Ark Suit you're wearing.

Provided Equipment		
	Dollars	50
	Settler Pistol	1
	Pistol Rounds	24
	Bandages	1
Reward		
ICON	ITEM	QUANTITY
	Ark Armor	1
	Dollars	100



Now that you're safe, Dan has a favor to ask. Helping you has put Dan and his family at risk. He fears the bandits will come looking for him and retaliate. A preemptive strike is necessary and Dan wants you to conduct it. Accept the task and grab the Settler Pistol and supplies on the nearby counter. Dan hands you $50 in advance and promises to give you some extra armor upon completion of the job. You can use Dan's ATV to reach the Ghost Hideout, but before heading out, take a moment to explore the Hagar settlement. Immediately after talking to Dan, turn to the left side of the room to locate a small box containing the Dan Hagar card. Cards like this are scattered across the Wasteland and can be used to customize your deck for the card minigame later.

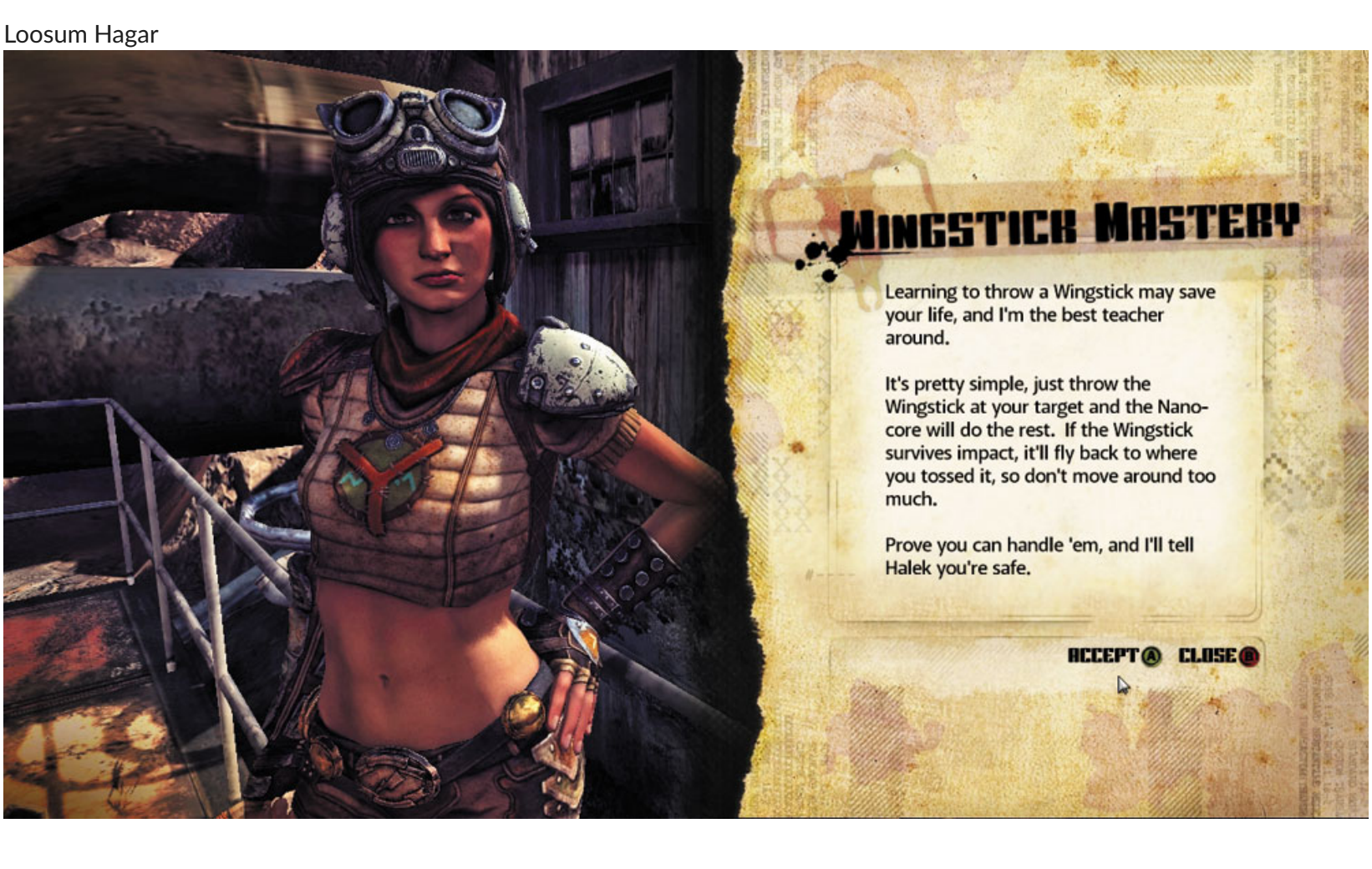
New Objectives:

- Grab the Pistol and Supplies
- Hop on the ATV in the Garage

After talking to Dan, step outside the garage and locate Becky—she's busy turning a wrench on a leaky pipe. Interact with Becky to trigger a brief conversation. You don't have to talk to every character you encounter, but sometimes they offer some useful information that may come in handy later. Some characters may even offer side jobs you can complete for a little extra spending cash. So make an effort to talk to everyone you come in contact with. Next to Becky is another box containing the HE Grenade card—add it to your collection. While you're at it, the Loosum Hagar card is nearby, on a rock outside the garage. Now go find Loosum Hagar.

Wingstick Mastery

Loosum Hagar



WINGSTICK MASTERY

Learning to throw a Wingstick may save your life, and I'm the best teacher around.

It's pretty simple, just throw the Wingstick at your target and the Nano-core will do the rest. If the Wingstick survives impact, it'll fly back to where you tossed it, so don't move around too much.

Prove you can handle 'em, and I'll tell Halek you're safe.

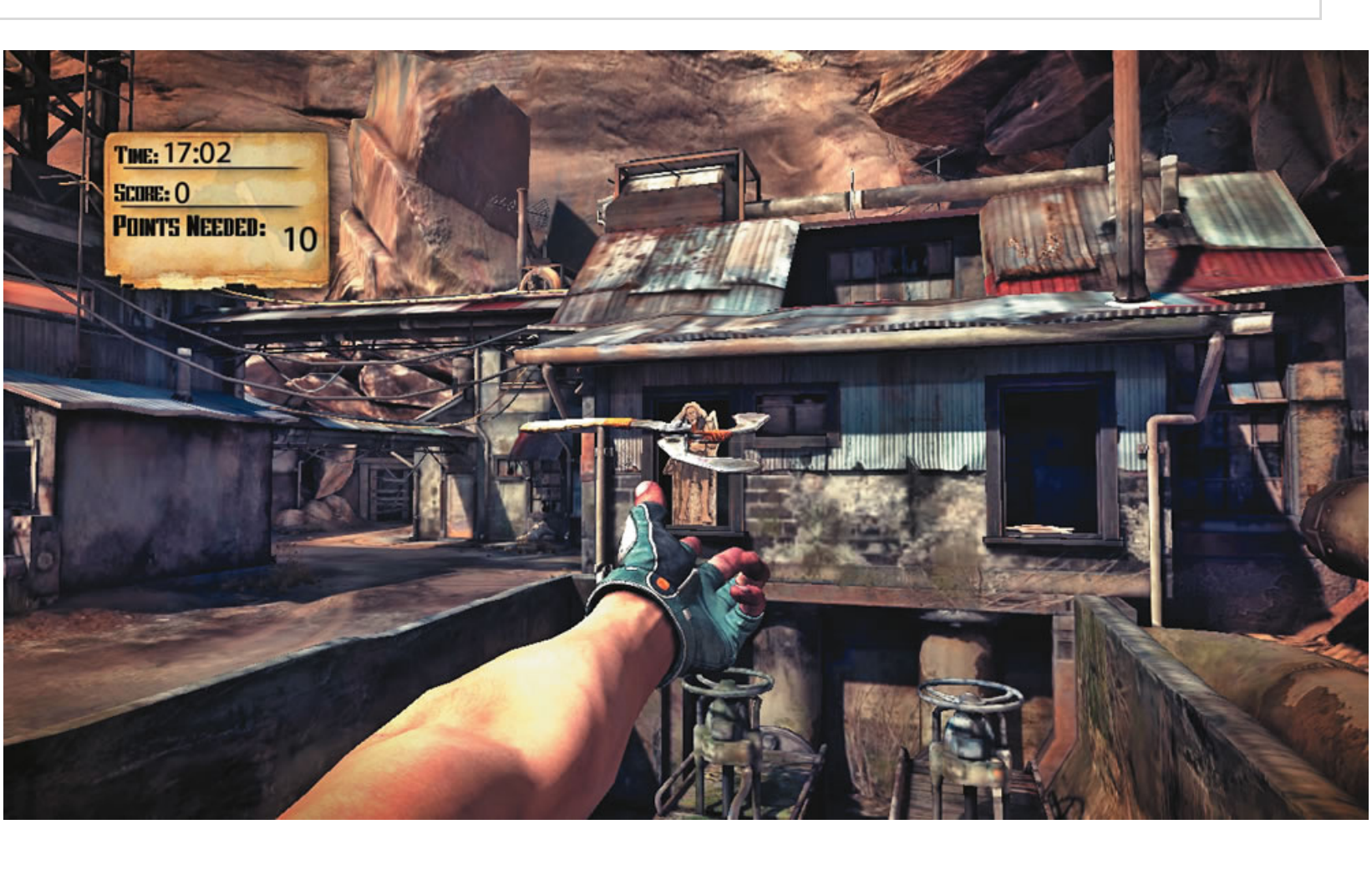
Objective: Prove your skill with a Wingstick.

Learning to throw a Wingstick may save your life, and I'm the best teacher around.

It's pretty simple, just throw the Wingstick at your target and the Nano-core will do the rest. If the Wingstick survives impact, it'll fly back to where you tossed it, so don't move around too much.

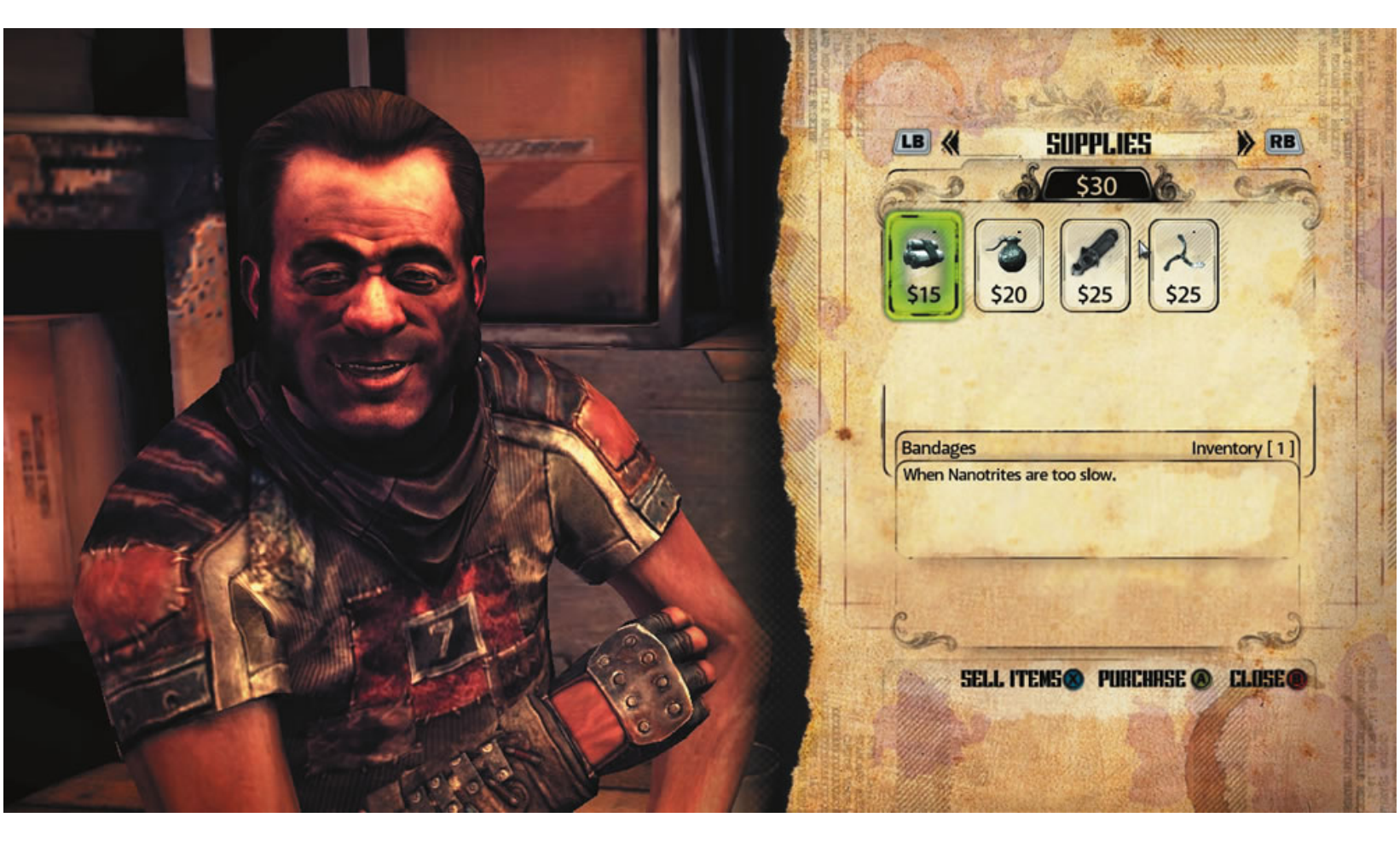
Prove you can handle 'em, and I'll tell Halek you're safe.
Provided Equipment: None

Reward		
	Wingstick	5



Be sure to talk to Loosum Hagar before heading for the Ghost Hideout—she has something to show you. Loosum is a Wingstick specialist and she's willing to teach you the basics of handling this unique weapon. Accept her offer and get ready to mow down a few targets with Wingsticks. The Wingstick is a quick use item, just like the bandages or grenades. When it's time to throw the Wingstick, press the quick use key/button. The Wingstick is a bladed, boomerang-like weapon that returns to the spot from which it's thrown, assuming it survives contact with any objects it hits. For this exercise, aim for the center of each target that pops up on the range. On the lower targets, if your aim is off center, the Wingstick may hit the sides of the doorway, causing the weapon to shatter. Always make sure the Wingstick has plenty of clearance along its flight path so it will return to you. In the Wasteland, scoring kills with Wingsticks isn't difficult, but lining up your throws so the Wingstick returns to you is always a rewarding challenge.

To pass Loosum's test you must score at least 10 points. The targets on the lower level are worth 2 points while the targets on the upper level are worth 3 points. You only have 20 seconds to score the required points, but as long as your aim is true, this shouldn't be a problem. If you do fail the test, you can retry until you score the required 10 points. Upon completion of this exercise, Loosum gives you five Wingsticks of your own. Now that you've proven your proficiency with this weapon, the settlement's merchant, Halek, will sell Wingsticks to you.

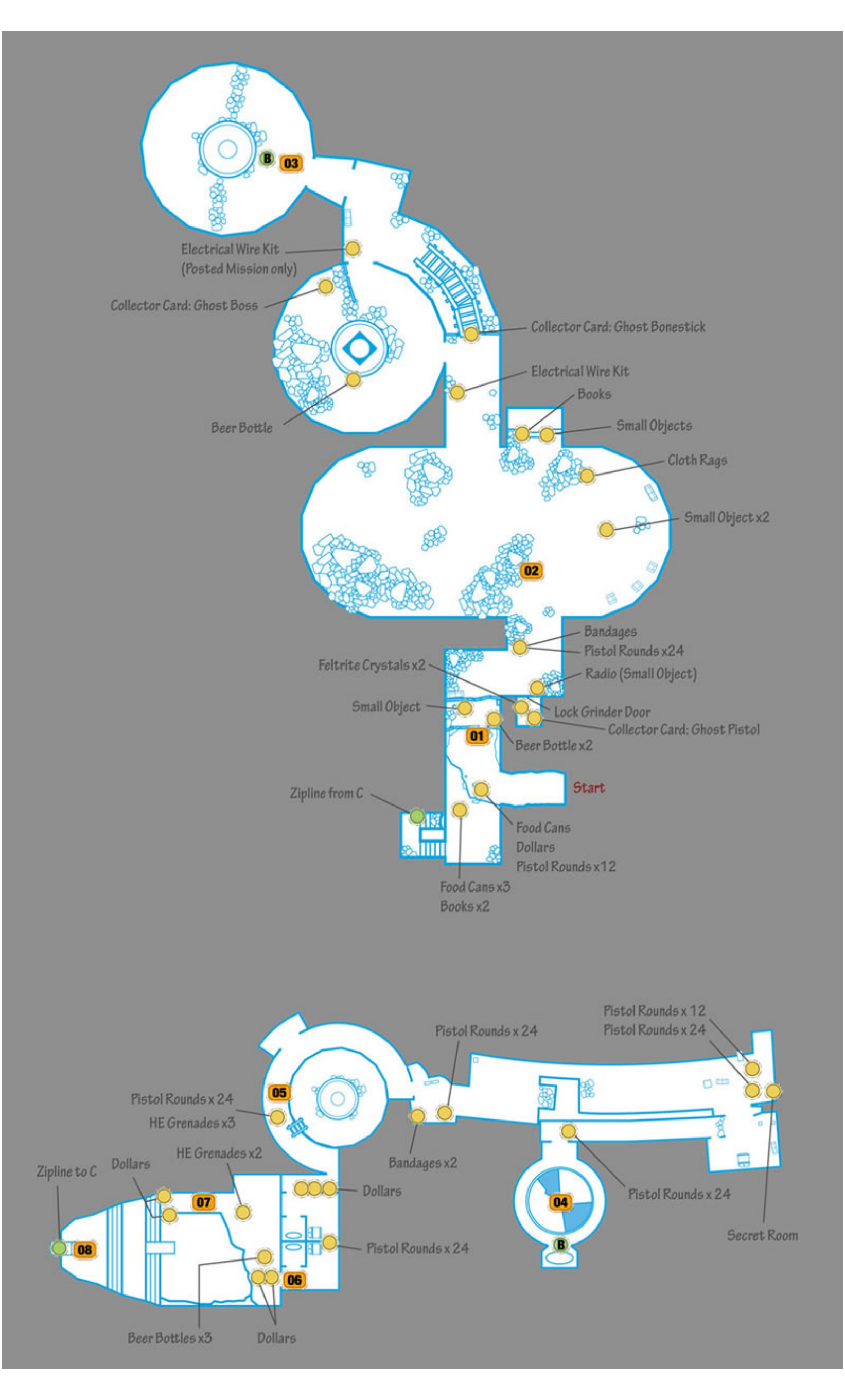


After completing Loosum's test, pay a visit to Halek Hagar. Halek has a small shop not far from the settlement's entrance where you can spend some of that $50 Dan gave you. At the moment, Halek's selection is rather limited, offering only a handful of supplies and one ammo type. But that's good enough for now. Select the ammo tab and purchase at least four sets of Pistol Rounds. This gives you a total of 84 Pistol Rounds, more than sufficient for clearing out the Ghost Hideout. Failing to purchase Pistol Rounds now can leave you scrambling for ammo later, or worse, using your fists to fight off bandits. In the supplies tab you can buy more Wingsticks, but they're not cheap. The five Wingsticks you received from Loosum should suffice for now.

New Objective: Head north to the Ghost Hideout

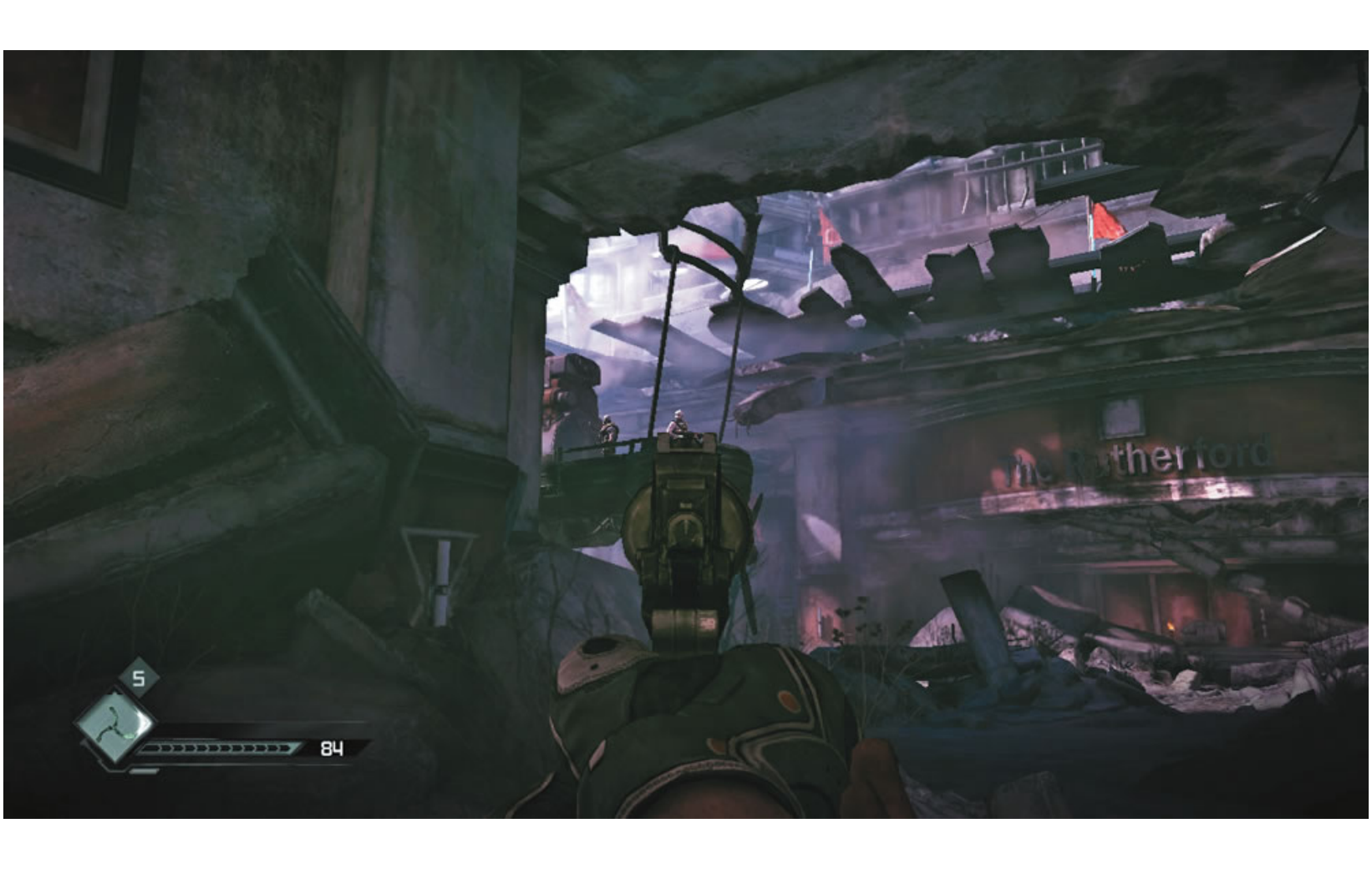
Now that you're stocked on Wingsticks and ammo, return to Dan's garage and commandeer his ATV—you can't take his buggy, so don't even bother trying. As soon as you interact with the ATV, a set of controls appear on the screen, showing exactly how to accelerate and brake/reverse. All vehicles are also equipped with a booster, triggering a temporary increase in acceleration and top speed. Carefully pilot the ATV out the settlement's entrance and turn right. The Ghost Hideout is located beyond the area where Dan found you. Follow the marked trail shown on the minimap in the top right corner of the screen. Shortly after passing through a narrow passage you come to a dead end where a bandit buggy is parked. Hop off the ATV and proceed across a narrow footbridge suspended high above a canyon. On the opposite side of the bridge is a rusty metal door. Interact with the door to enter the Ghost Hideout.

Ghost Hideout

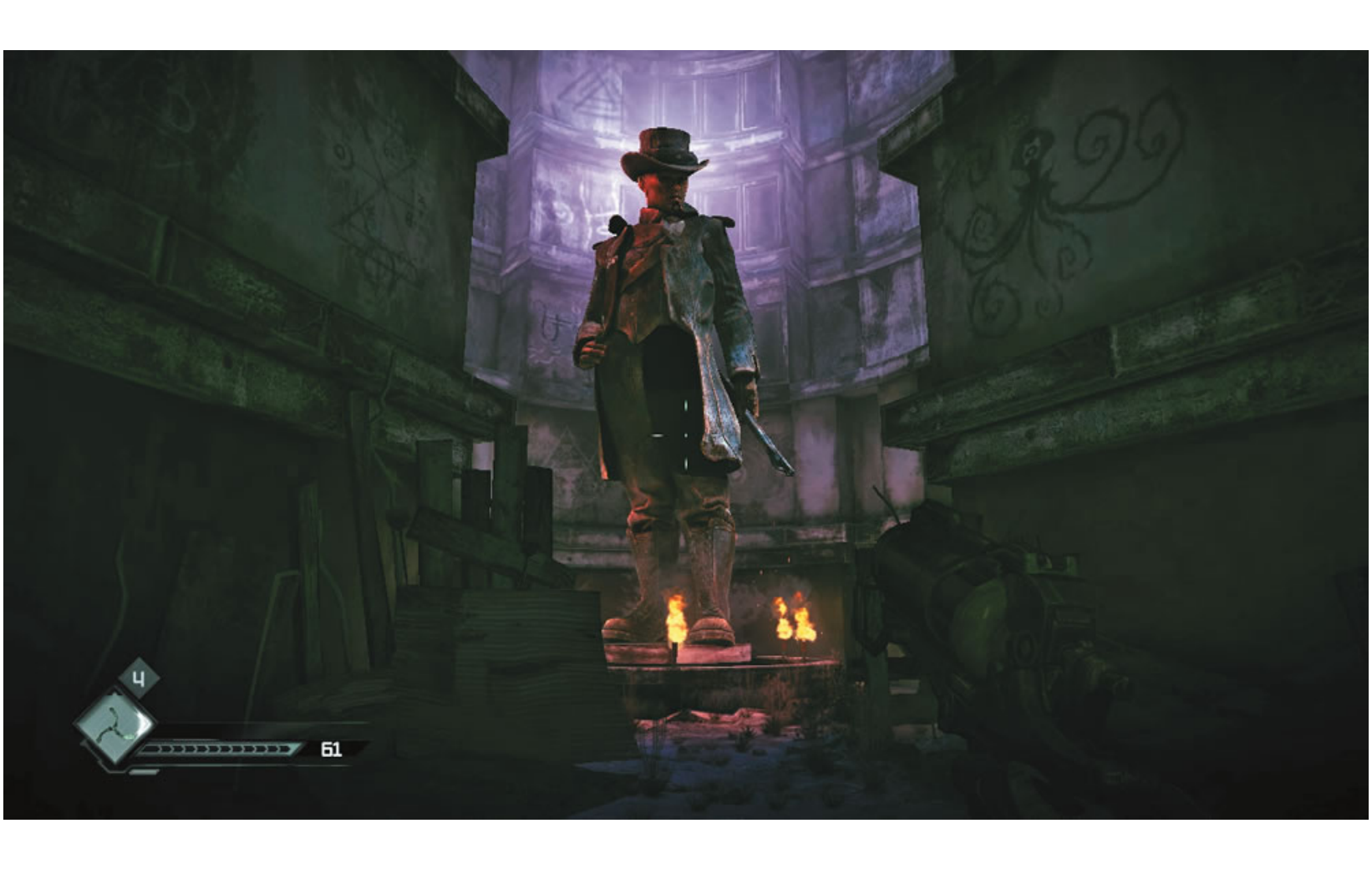


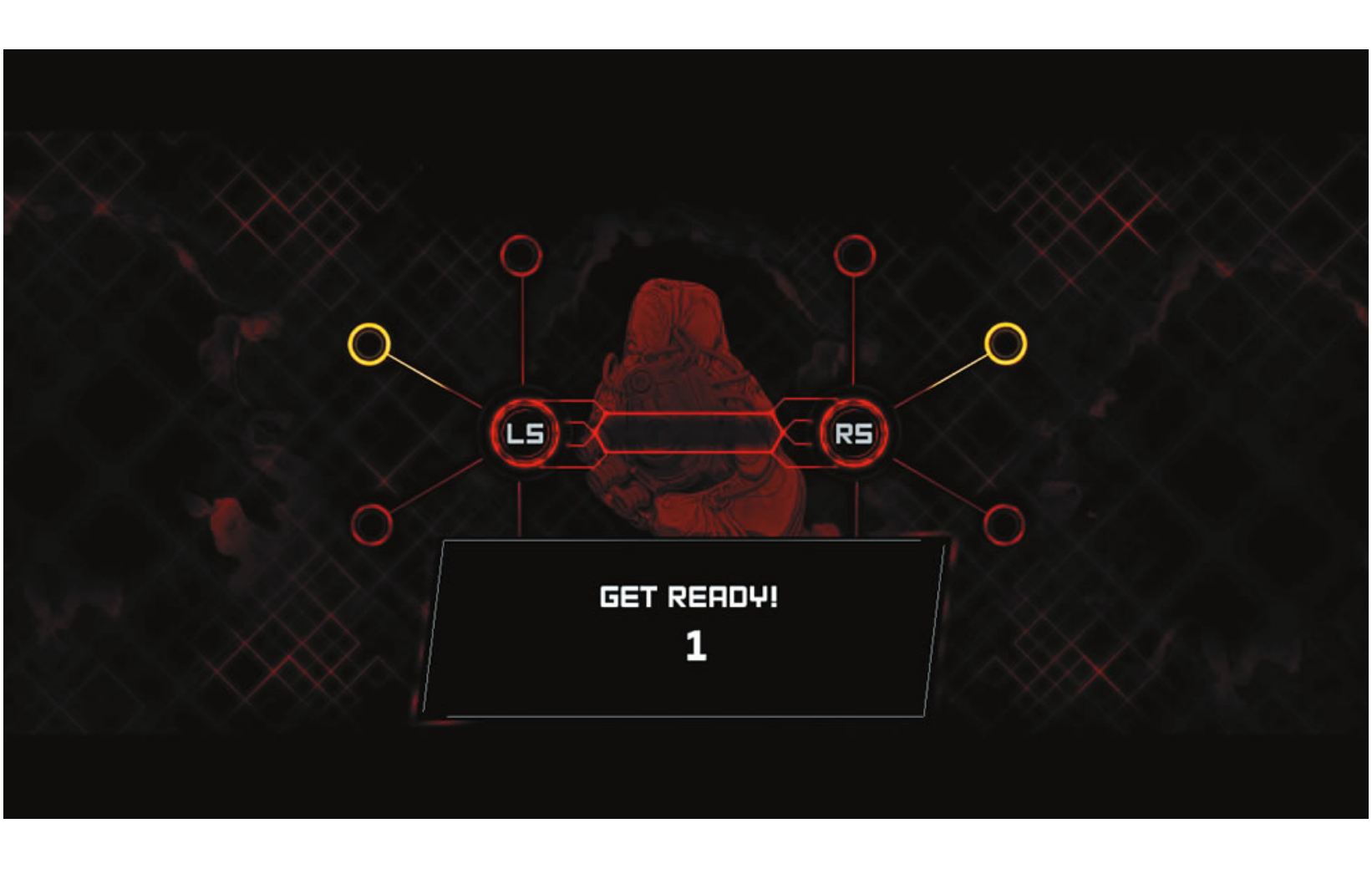
New Objective: Eliminate every bandit you find

Soon after entering the Ghost Hideout, take a right. The path to the left leads to a staircase blocked by debris. Here you must crouch to pass beneath a flimsy barrier near some vending machines. On the ground is a Huffers Aerosol can. Junk like this can be added to your inventory and is consolidated under Small Objects. When you get back to Halek, or any other merchant, you can sell these objects for cash—they have no other use. Keep your eyes peeled for useless objects like this. Individually, they aren't worth much, but in large quantities they can seriously boost your income. Now, jump over the next barricade to continue deeper into the hideout. Grab the radio in the adjoining hall, adding it to your Small Objects collection.



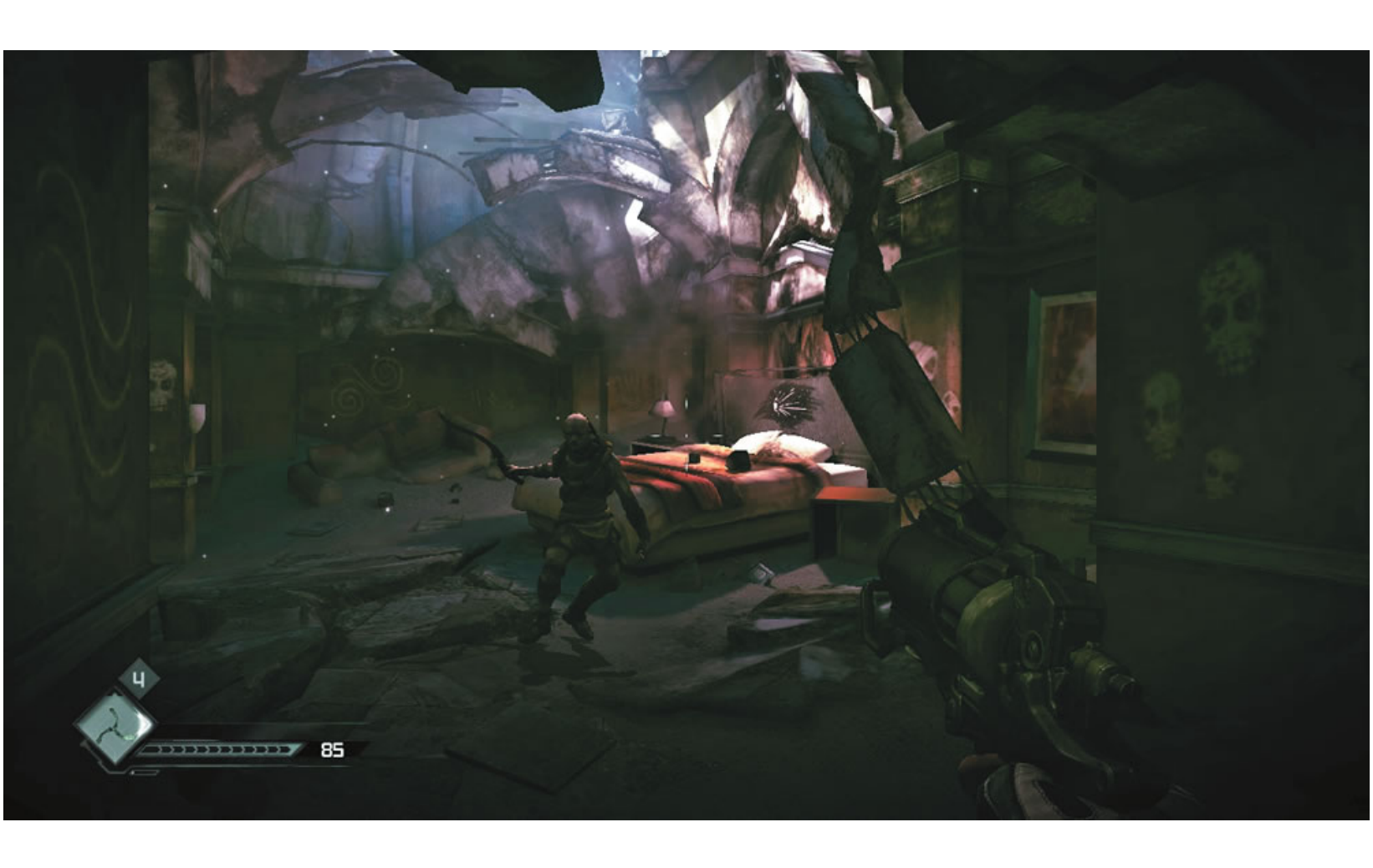
At some point in the past, the Ghost Hideout was a hotel called The Rutherford. Cautiously step into the lobby to spot a pair of bandits standing in the basket of a docked airship. One of the bandits jumps out; deal with him. Take aim with the Settler Pistol and open fire. This pistol is most accurate when aimed through the iron sight. Place the sight over the head of your target and squeeze the trigger. Headshots inflict the most damage, but may not be fatal. Be sure to follow up with more shots until the bandit is down for good. If you don't take this guy out fast, he'll charge at you and attack at melee range. Hold your ground and keep firing. If necessary, backpedal into the previous corridor to avoid getting hit by his melee strikes. When the bandit is dead, search his body for loot like ammo or money. Make a habit of searching each body before moving on. In the lobby you can also find more Small Objects as well as a book. Continue through the next hall, dropping another bandit along the way.





Grab the beer bottle in the atrium and then enter the next corridor. You're spotted by another bandit. Quickly drop him with a few well-placed shots. If necessary, backpedal into the atrium to avoid close contact. Turn left into the next hall to confront another bandit charging directly at you. This is a good opportunity to use a Wingstick. With careful aim, you can lop off the bandit's head, but be ready to open fire with the Settler Pistol if the Wingstick misses. Just ahead is a large statue. Step forward until a cutscene is triggered. The bandits have set up a snare, catching you off-guard. You awake in a dark room only to find a bandit hovering over your body. As you regain consciousness, the bandit thrusts a knife into your chest, causing you to black out.

Fortunately, you have a chance to survive thanks to the defibrillator feature. The Nanotrites in your body can revive you. Just follow the on-screen instructions to learn how to use this feature. The controls vary depending on which platform you're playing. But in all instances, this feature requires careful timing and quick reflexes. First, you must match a series of control inputs to charge the defibrillator. Next, you must trigger the defibrillator. Your precision determines how much health you gain back. A successful revive not only saves your life, but can also electrocute any hostiles nearby.



After reviving yourself, open the nearby door and step out into the adjoining hallway. Just outside the door is a box of Pistol Rounds. A lone bandit patrols the next hotel room on the right. Drop him with a shot to the back of the head or decapitate him with a Wingstick. No matter how stealthy you are, the bandits in the next hallway will go on alert. Stay in the hotel room and peek out of the doorway, engaging them one at a time with your pistol. These bandits are armed with pistols and utilize cover. This makes it tough to kill them with a Wingstick. Fortunately you have plenty of Pistol Rounds to finish them off. However, watch out for other bandits moving in for melee attacks. Once all the bandits are dead, search the bodies for possible cash, items, or ammo. A couple of boxes of Pistol Rounds can also be found on the round table on this outdoor balcony—but watch out for more bandits, too.

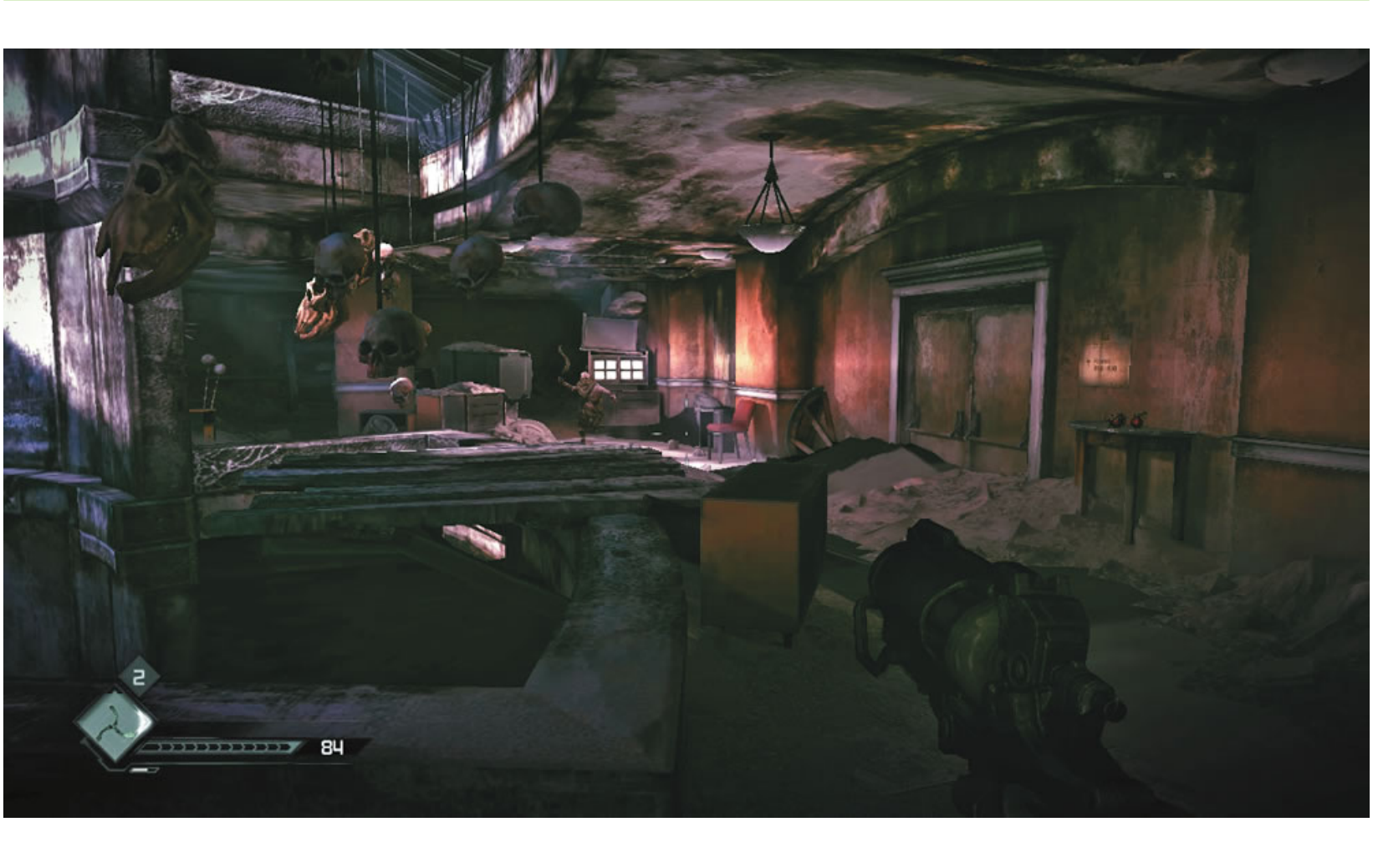
Caution

Just because a bandit is lying on the ground doesn't mean he's dead. Injured bandits still pose a threat, firing at you from seated or lying positions. Put a bullet through their heads before they do the same to you.

Tip

Wolfenstein Room

This well-concealed room can only be accessed during your first visit to the Ghost Hideout. Shortly after reviving yourself with the defibrillator in the Ghost Clan's kill room, fight your way past the first batch of bandits on the upper floor of the hideout. After eliminating the first wave, look for a flat-screen television on a wall to the right. Interact with the wall to the right of the TV to reveal a secret doorway. There is no on-screen prompt to interact with the wall, so just keep interacting with the wall until the doorway appears. If you played Wolfenstein 3D, this bright blue door should look familiar. Open the door and step into the small room beyond to grab the Wolf Goblet. This rare piece of loot is worth $150. Go ahead and sell it unless you like admiring its ornate 8-bit craftsmanship.



Eliminate the bandits in the next room using your Settler Pistol and Wingsticks, then proceed into the next hall. You encounter a few more bandits along the way, including one running past a table holding three HE Grenades. Shoot the rushing bandit first, then grab the HE Grenades. The HE Grenades are quick use items, like the Wingsticks. Try one out in the next room. As bandits fire at you from behind cover, toss a grenade in their direction. Be careful when using grenades. By holding down the quick use button you can cook the grenade, causing the fuse to count down while it's in your hand. If you hold down the quick use button too long, the grenade will explode in your hand, inflicting serious damage, potentially killing you. As you hold down the quick use button, a small meter appears in the center of the screen, filling from left to right. Wait until the meter is about half full, then toss the grenade in the direction of your target. Cooking a grenade is a good way to ensure the explosion kills your target, giving them little time to run away.

As you pass through the next hotel room, be sure to grab the Pistol Rounds on the corner of the bed. If you're quiet you can sneak up behind the bandit in the next hall. Try to take them out silently with Wingsticks, otherwise you'll have to rely on some quick shooting to maintain the element of surprise. A firefight up here will trigger bandits on the floor below to return fire, so be prepared for an intense battle as you make your way downstairs.

You can take out a large number of the bandits here from the upper level, where you ambushed the bandit in the hall. The elevation makes it much easier to hit hostiles hiding behind cover, especially when lobbing HE Grenades. Two more HE Grenades can be found on the floor below, so don't worry about exhausting your inventory. Once you've cleared out the bulk of the bandits, head downstairs and mop up the survivors. One of the bandits is armed with an assault rifle, posing a serious threat. Peek in and out of cover to score shots on this bandit with your pistol. However, if you're out of ammo and grenades, you may have to finish this guy off with your fists. Scramble from one piece of cover to the next until you're relatively close to the assault rifle-toting bandit. Sidestep in and out of cover to make him fire. Then once he reloads, charge directly at him and punch him to death. This is the last of the Ghost Clan. You can now make your escape.

New Objectives:

- Ride the zipline back down
- Return to Dan Hagar

Locate the zipline directly behind the spot where the bandit with the assault rifle was standing. Interact with the zipline and ride it all the way down to the hotel's first floor. The zipline sends you through a hole in wall, dropping you in the stairway near the hideout's entrance. Pass through the entrance and make your way back to the ATV.

Ghost Buster

Congratulations! You've earned an achievement/trophy for completing the Ghost Hideout. More achievement/trophies can be earned by completing jobs, engineering items, collecting objects, and winning minigames. For a complete list of achievements and trophies, flip to the Wasteland Compendium at the back of the guide.

Hagar Settlement

Quell the Bandit Threat
COMPLETED
3
83
1
Ark Armor
N

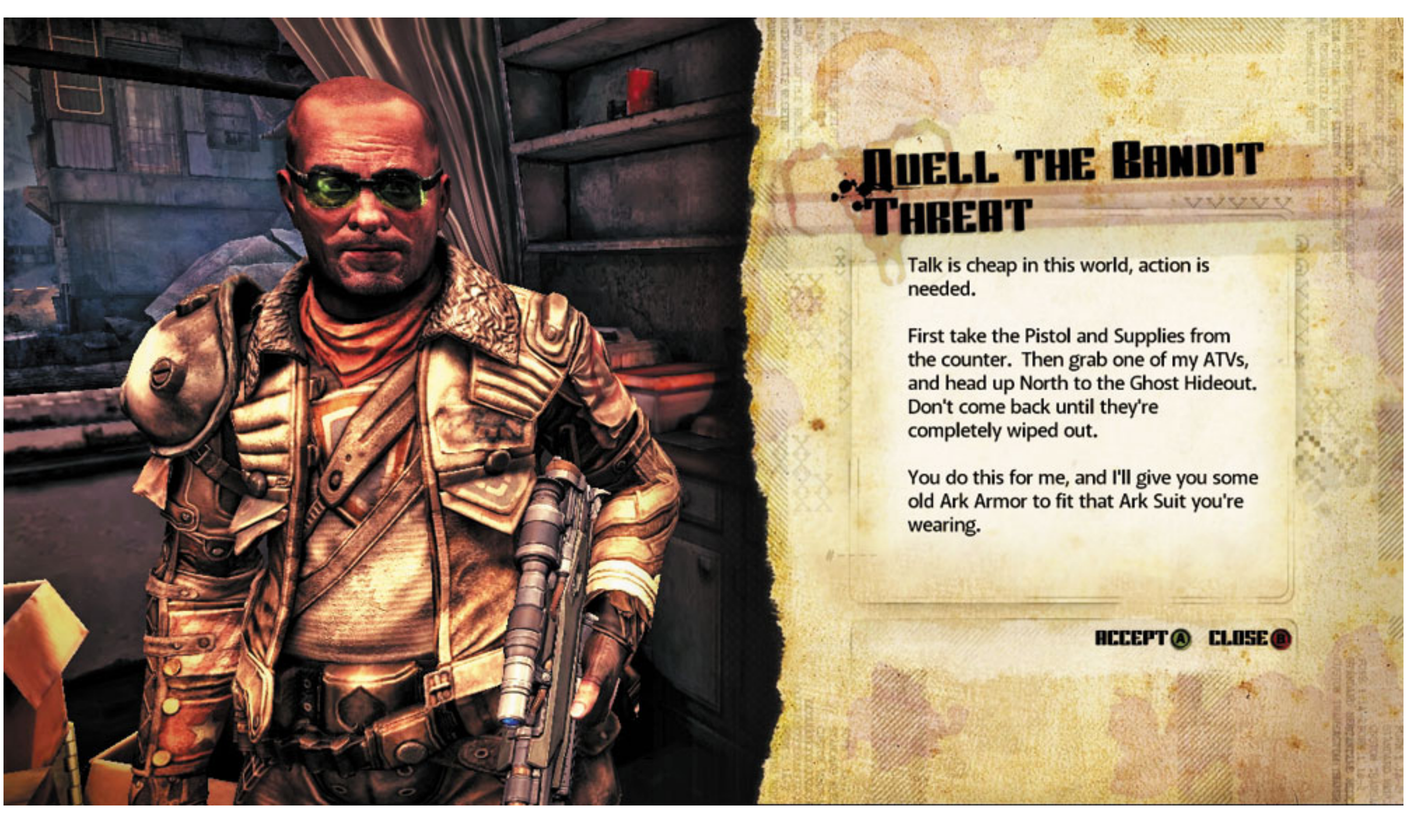
Race back to the Hagar Settlement on the ATV and speak with Dan. Dan is relieved to hear the job was a success. As promised, he hands over the Ark Armor as well as $100. But while you were gone, another group of bandits have been busy. Dan will need your help again. . .

Wasteland

Med Supplies

- JOBS
    - Medical Supplies
    - Where's Juno?
    - Radio Tower Repair
    - Mutant Alert

Dan Hagar



QUELL THE BANDIT THREAT

Talk is cheap in this world, action is needed.

First take the Pistol and Supplies from the counter. Then grab one of my ATVs, and head up North to the Ghost Hideout. Don't come back until they're completely wiped out.

You do this for me, and I'll give you some old Ark Armor to fit that Ark Suit you're wearing.

Objective: Get the Medical Supplies

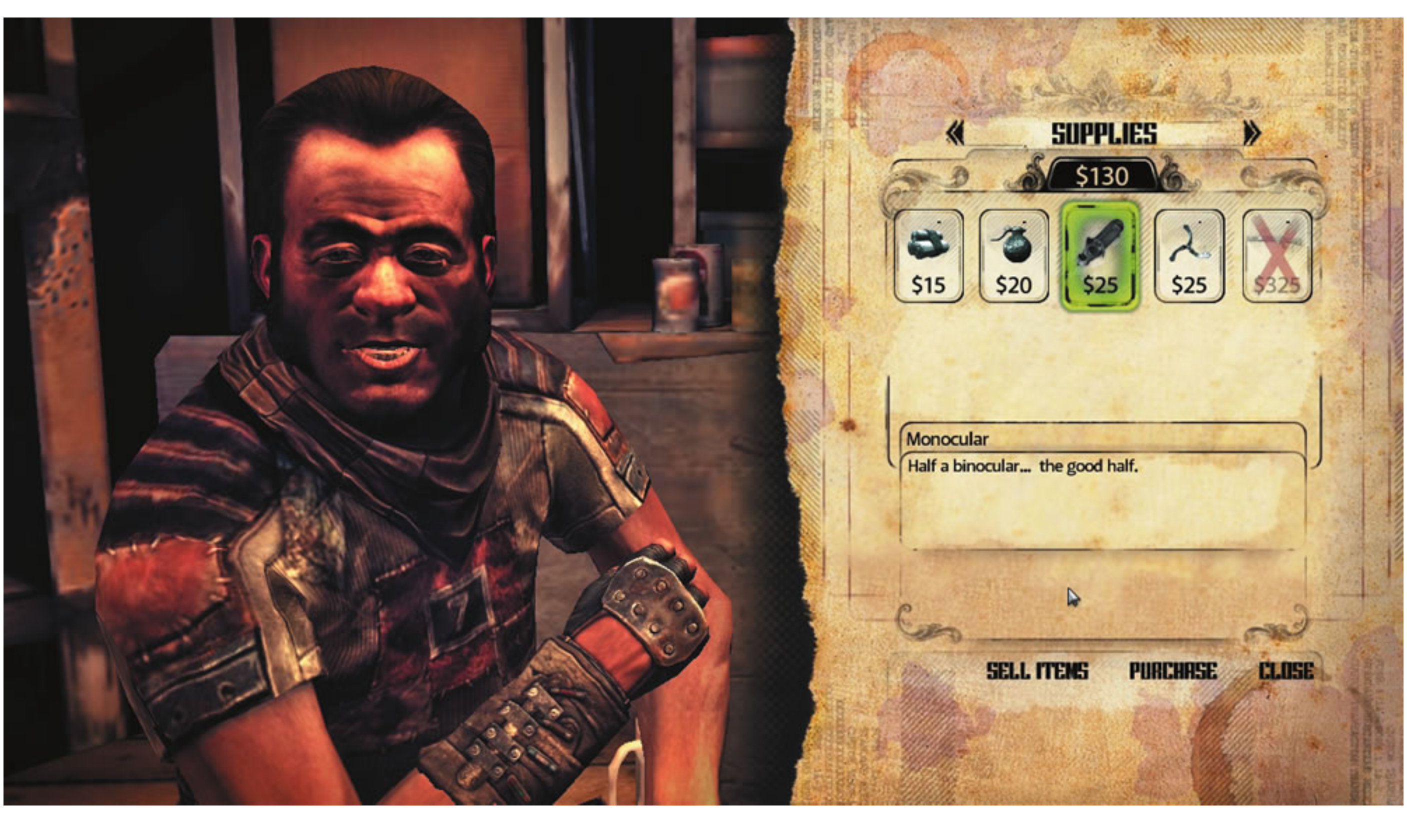
Bandits raided the settlement, and we need your help again.

We held them off, and, thank God, no one was killed. But we are in desperate need of medical supplies. I need you to head west to the Outrigger Settlement and give this letter to their leader, Rikter; he'll know what to do.

You make it back with my medical supplies, and I'll have our local mechanic fix up a buggy for you.

Provided Equipment		
ICON	ITEM	QUANTITY
	Letter for Rikter	1
Reward		
Icon	Item	Quantity
	Dollars	100

New Objective: Head west to the Outrigger Settlement



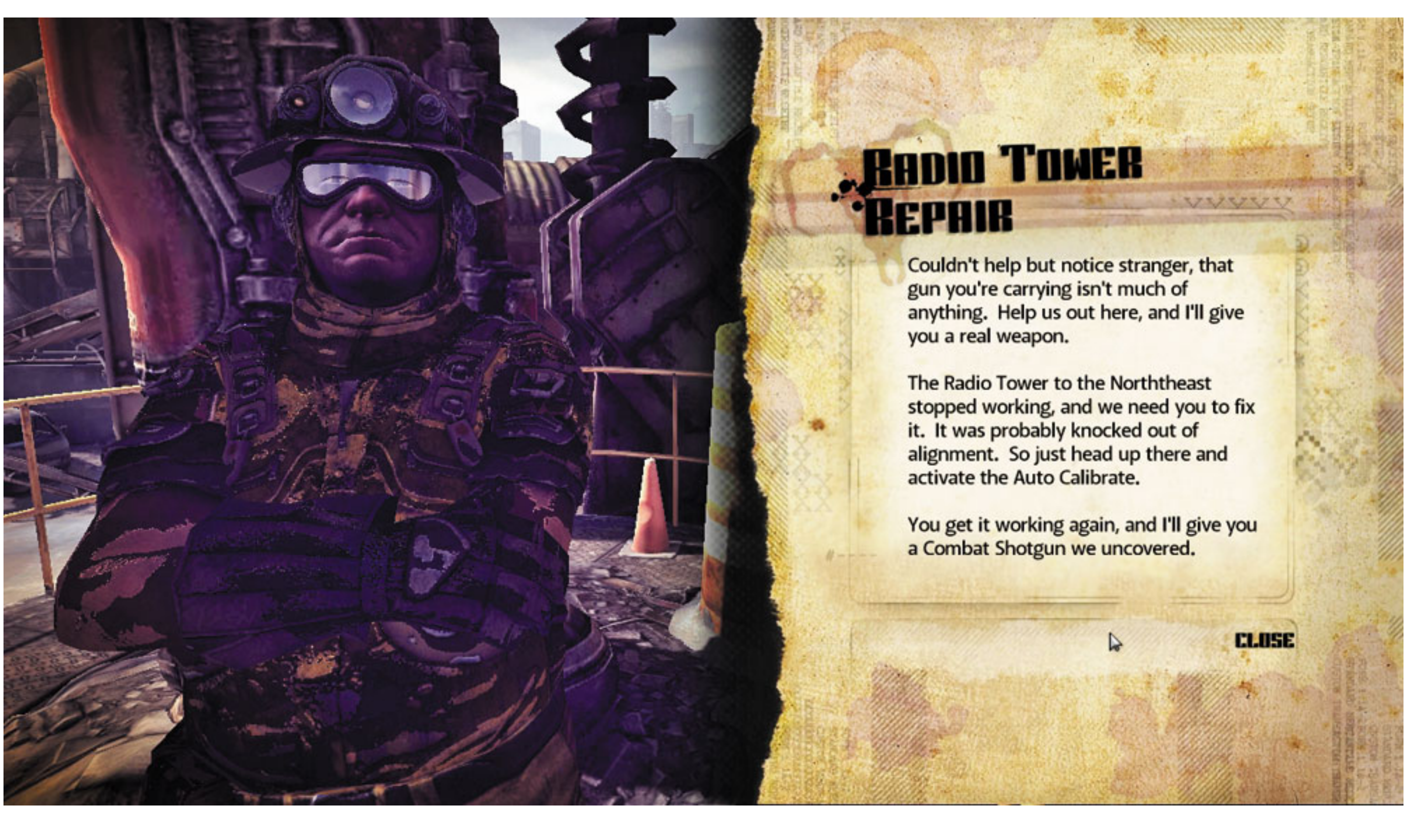
Monocular

Half a binocular... the good half.

This time Dan needs you to travel to a nearby settlement to obtain some medical supplies. Before leaving, check in with Halek to replenish your ammo and supplies. Now is a good time to purchase the Monocular, available from the supplies tab for only $25. This half-binocular serves as a makeshift scope when aiming your Settler Pistol. The Monocular's magnification makes it much easier to score headshots at long range. While you're shopping, take stock of your ammo and Wingsticks. There are no merchants at the Outrigger Settlement, so now's the time to stock up on everything you need....

Radio Tower Repair

Rikter Outrigger



RADIO TOWER REPAIR

Couldn't help but notice stranger, that gun you're carrying isn't much of anything. Help us out here, and I'll give you a real weapon.

The Radio Tower to the Norththeast stopped working, and we need you to fix it. It was probably knocked out of alignment. So just head up there and activate the Auto Calibrate.

You get it working again, and I'll give you a Combat Shotgun we uncovered.

Objective: Realign the Radio Tower

Couldn't help but notice stranger, that gun you're carrying isn't much of anything. Help us out here, and I'll give you a real weapon.

The Radio Tower to the northeast stopped working, and we need you to fix it. It was probably knocked out of alignment. So just head up there and activate the auto calibrate.

You get it working again, and I'll give you a Combat Shotgun we uncovered. Sound good?

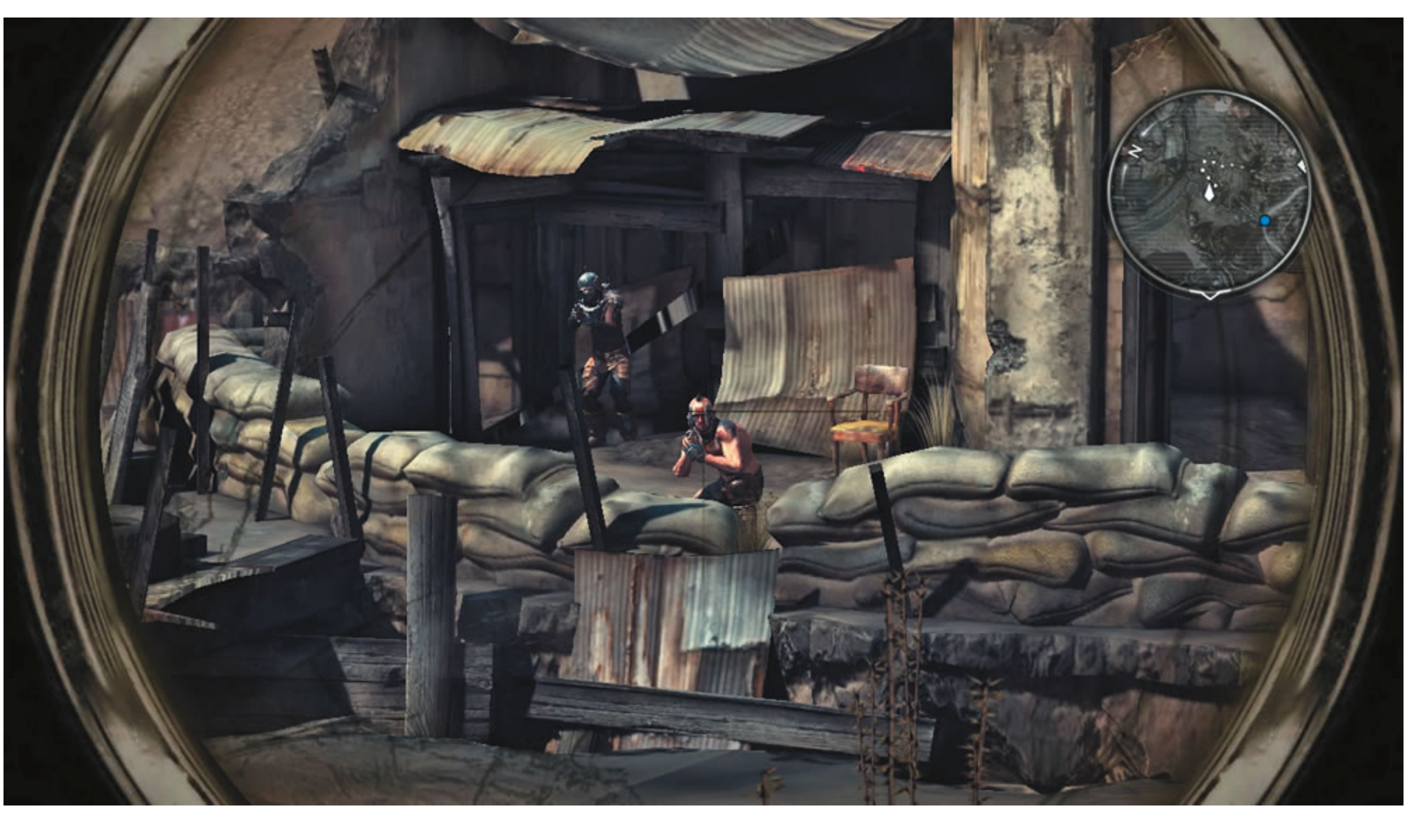
Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Combat Shotgun	1
	Buckshot	24

New Objectives:

- Help Janus locate Juno
- Head northeast to the Radio Tower



The path to the Radio Tower is only a few meters away from the Outrigger Settlement's entrance, making for a short ATV ride. Unfortunately, the path is too narrow for the ATV, so you must proceed on foot through a narrow trench. Study the minimap to negotiate the twisting path, but also keep your eyes peeled for bandits. If you're quiet, you can sneak up behind the first bandit and take him out with a Wingstick. Be ready to blast his buddy with your Settler Pistol. A pair of bandits stand guard behind sandbag barriers just ahead. This is a good opportunity to try out the Monocular you purchased earlier. Zoom in on the bandits and place the Monocular's crosshairs over their heads before squeezing the trigger. The Monocular doesn't cause more damage, but it allows you to place your shots with greater precision for optimal damage. One of the bandits is wearing a blue helmet. You'll need to shoot off his helmet before you can shoot him in the head. Once these bandits are dealt with, you can check the bottom of the nearby stairs for the Sentry Turret card.

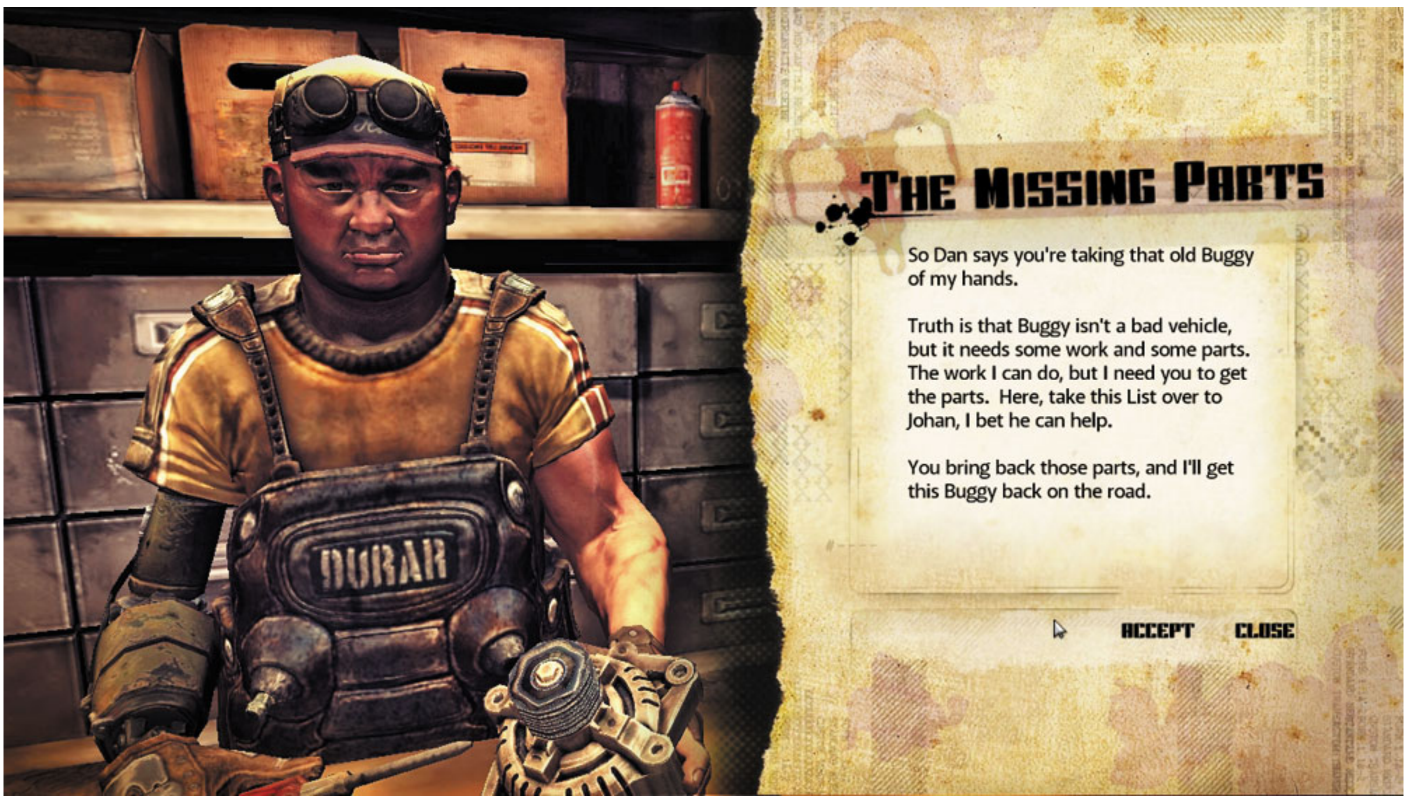
New Objective: Find evidence of Juno's whereabouts

Watch for one more helmeted bandit on the path leading up to the Radio Tower. He comes charging at you, giving you little time to take careful aim. Either gun him down with your Settler Pistol or drop him with a Wingstick. Search all the bodies for ammo, then continue up the sloped path to the Radio Tower. If you get lost, refer to the marked path on the minimap to get back on course. Enter the building at the base of the Radio Tower and cautiously search the interior for Juno. Not far from the entrance is a dark room where a mutant huddles over a corpse. Take out the mutant before it can turn on you, but watch out for a second mutant rushing toward you. Mutants are fast and attack at close range with clubs. If necessary, backpedal to avoid getting hit by their strikes. The best defense is a strong offense, so kill them fast. Once both mutants are down, interact with the bloody corpse on the floor to identify Juno's remains. This completes the job for Janus. Now you need to get to the Radio Tower above....

Wasteland

Missing Parts

Durar Hagar



THE MISSING PARTS

So Dan says you're taking that old Buggy of my hands.

Truth is that Buggy isn't a bad vehicle, but it needs some work and some parts. The work I can do, but I need you to get the parts. Here, take this List over to Johan, I bet he can help.

You bring back those parts, and I'll get this Buggy back on the road.

Objective: Take the list to Johan

So Dan says you're taking that old Buggy off my hands.

Truth is that Buggy isn't a bad vehicle, but it needs some work and some parts. The work I can do, but I need you to get the parts. Here, take this list over to Johan. I bet he can help.

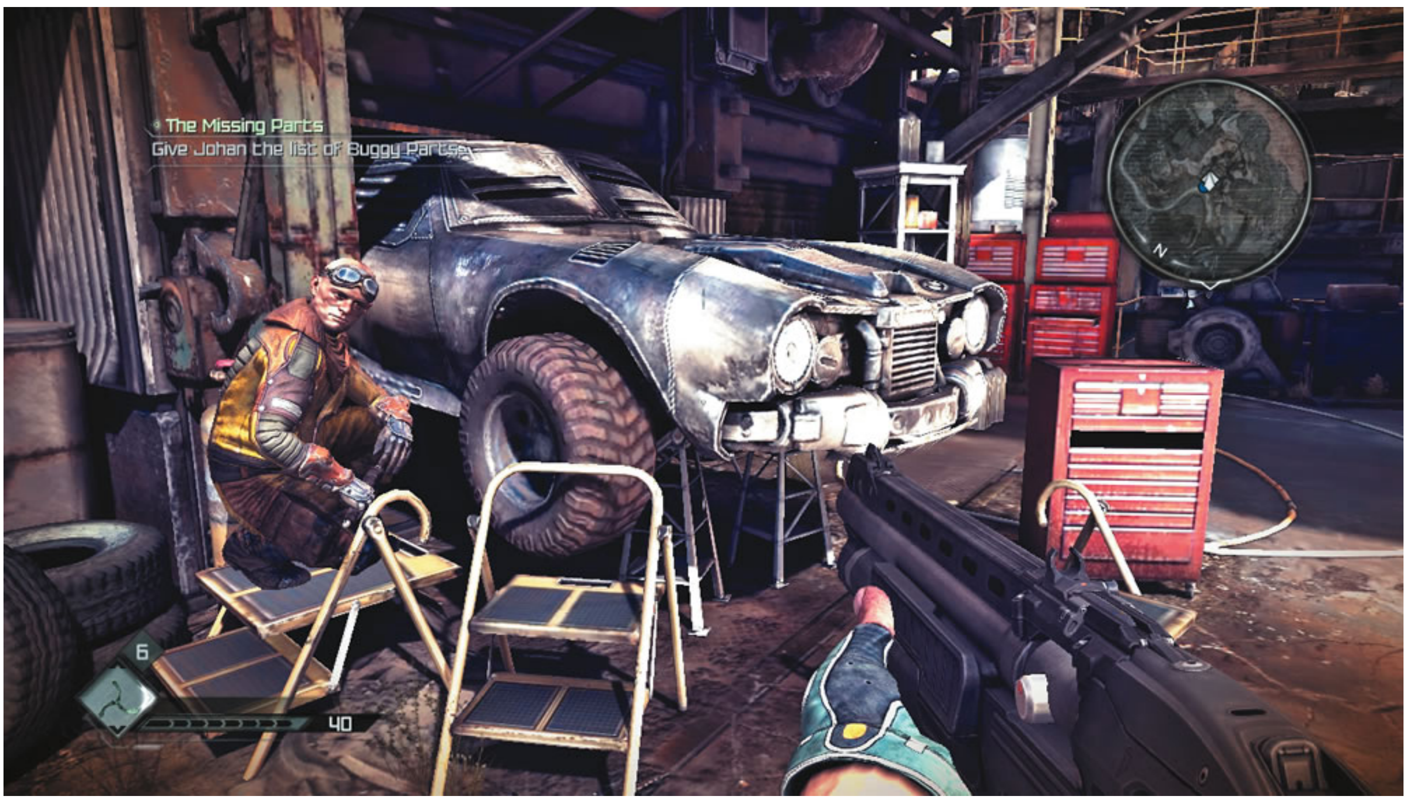
You bring back those parts, and I'll get this Buggy back on the road.

Provided Equipment

ICON	ITEM	QUANTITY
	List for Johan	1

Reward: None

New Objective: Head back to the Outrigger Settlement

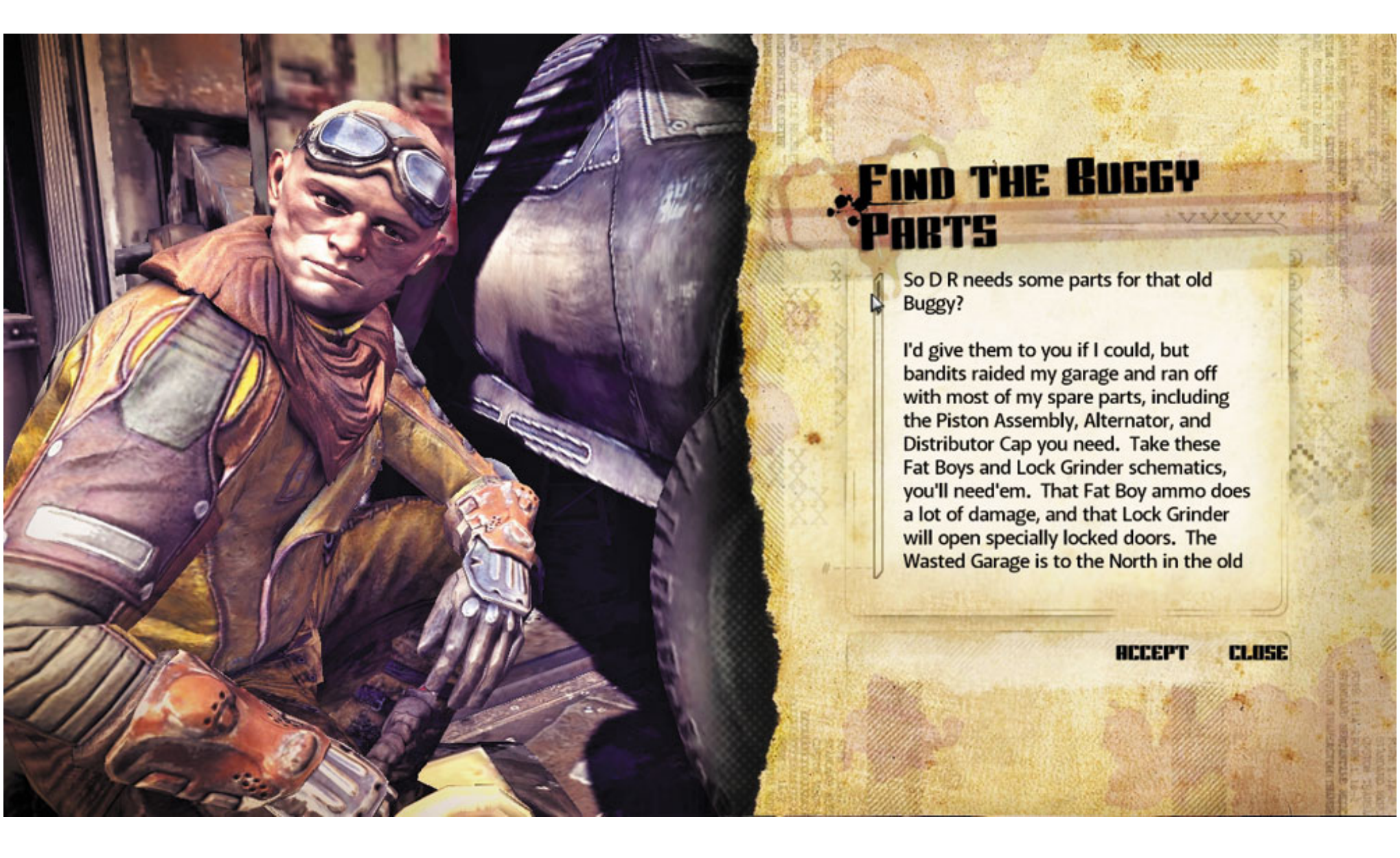


Durar is more than willing to fix up that old buggy for you, but he just doesn't have the parts. He gives you a list of what he needs and tells you to take it to Johan at the Outrigger Settlement. Before leaving, be sure to check in with Halek to stock up on ammo and supplies. Now that you have a Combat Shotgun, Halek can sell you Buckshot. Once you're well-stocked, hop on Dan's ATV and drive back to the Outrigger Settlement. Johan is still busy working on that old junker near the gate. Interact with Johan to hand him the list of parts. Unfortunately, Johan doesn't have the parts you're looking for. But he knows where you can find them....

Wasteland

Find the Buggy Parts

Johan Outrigger



FIND THE BUGGY PARTS

So D R needs some parts for that old Buggy?

I'd give them to you if I could, but bandits raided my garage and ran off with most of my spare parts, including the Piston Assembly, Alternator, and Distributor Cap you need. Take these Fat Boys and Lock Grinder schematics, you'll need'em. That Fat Boy ammo does a lot of damage, and that Lock Grinder will open specially locked doors. The Wasted Garage is to the North in the old

Objective: Steal the Buggy parts back

So Durar needs some parts for that old Buggy?

I'd give them to you if I could, but bandits raided my garage and ran off with most of my spare parts, including the Piston Assembly, Alternator, and Distributor Cap you need. Take these Fatboys and Lock Grinder schematics. You'll need 'em. That Fatboy ammo does a lot of damage, and the Lock Grinder will open special locked doors. The Wasted Garage is to the north in the old dam.

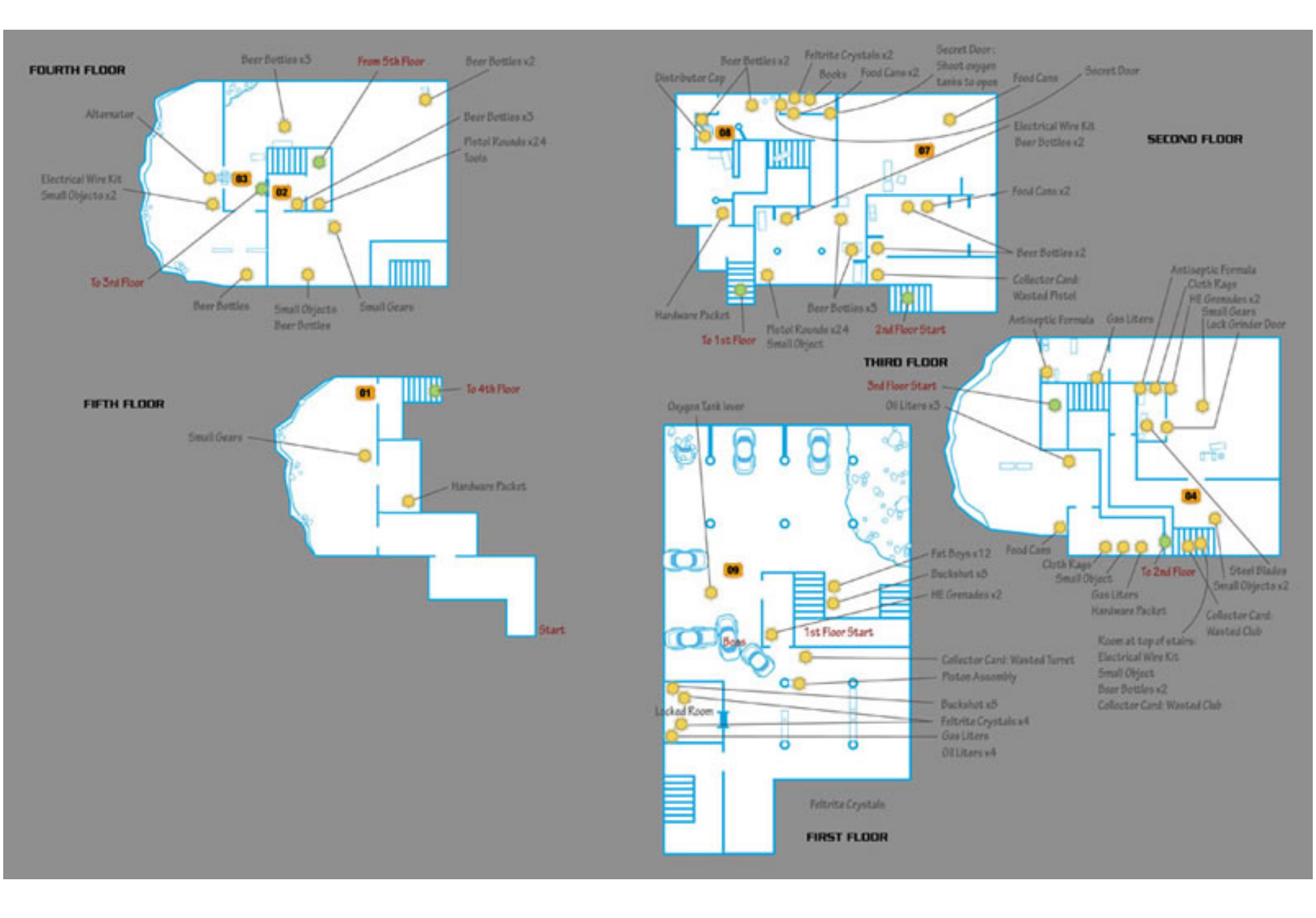
No need to come back here, just get those parts back to Durar at the Hagar Settlement.

Provided Equipment		
ICON	ITEM	QUANTITY
<	Fatboys	12
	Lock Grinder Schematic	1
	Electrical Wire Kit	1
	Hardware Packet	1
	Small Gears	1
Reward		
Icon	Item	Quantity
	Tow Truck Radio	1

New Objective: Head west to the Wasted Garage

Although Johan doesn't have the parts you need to fix the buggy, he does give you some useful equipment for your raid on the Wasted Garage, including some Fatboys for your Settler Pistol. Fatboys inflict much more damage than standard Pistol Rounds, capable of dropping bandits with a single shot. But Johan only gives you 12 Fatboys, so use them wisely. He also gives you the schematics and necessary parts to build one Lock Grinder. Lock Grinders are necessary to access locked doors. You can build one by accessing the engineering screen, piecing together the Electrical Wire Kit, Hardware Packet, and Small Gears. Hop back on the ATV and follow the path marked on the minimap to reach the narrow path leading to the Wasted Garage—this is the same path you took to reach the Radio Tower. A few bandits guard the path to the Wasted Garage, but they're no match for your Settler Pistol and Combat Shotgun. Fight your way past these guards, then locate and open the door leading into the Wasted Garage.

Wasted Garage

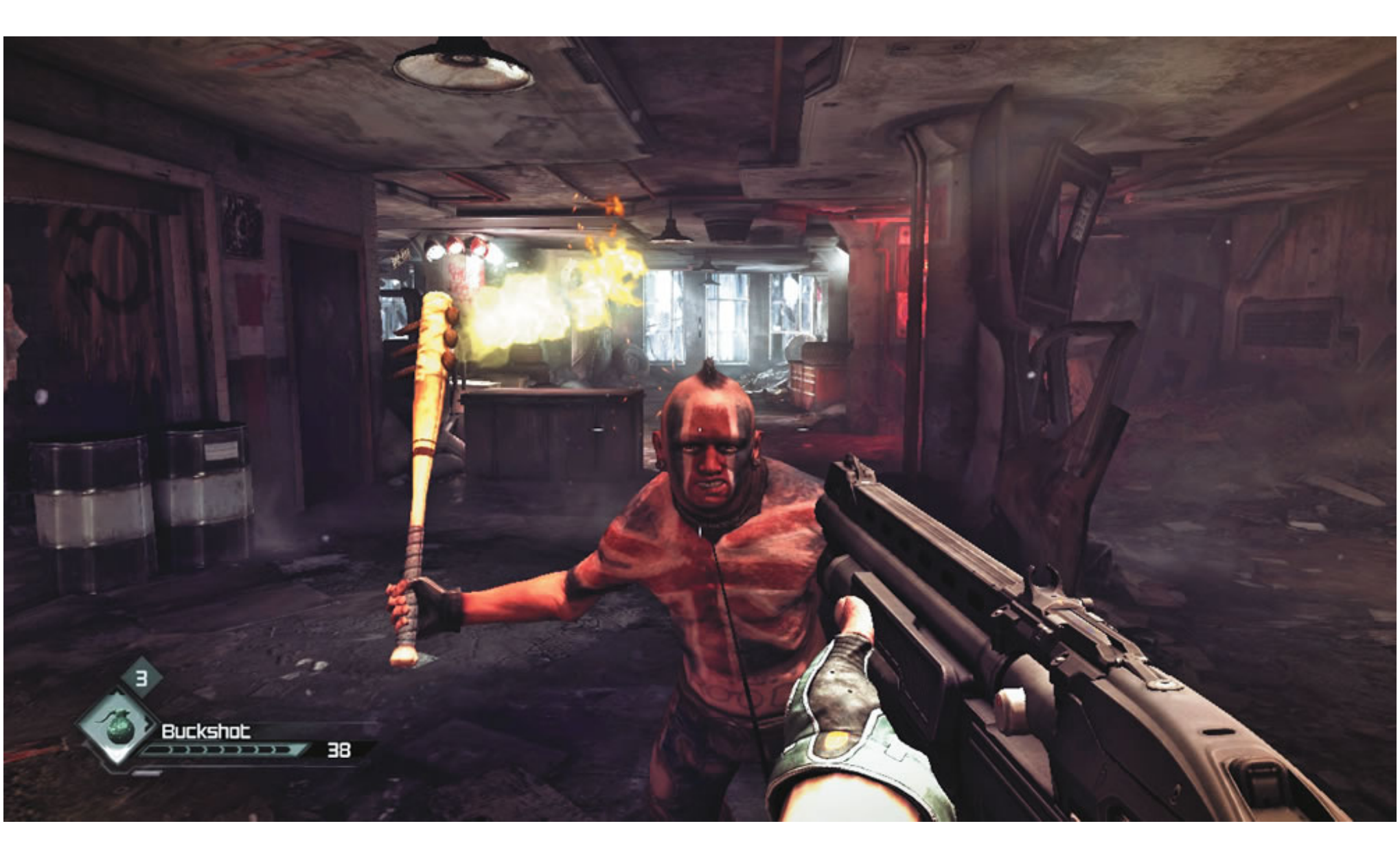


New Objective: Find the Alternator

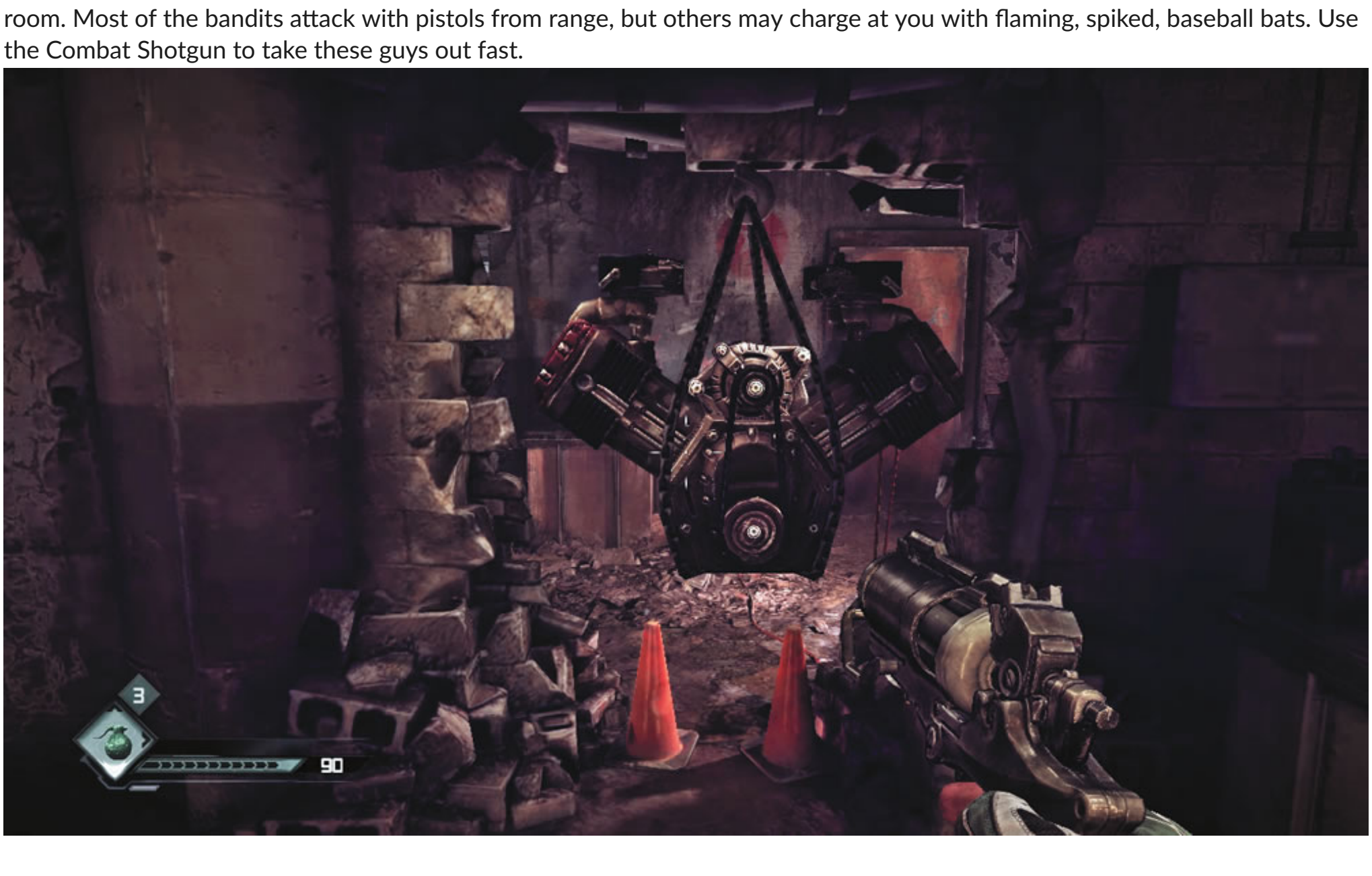
Fifth Floor

Advance through the first few rooms of the Wasted Garage until you come to a locked metal door. Be sure to grab the Small Gears and Hardware Packet along the way. The lock on the door can be destroyed with a Lock Grinder. If you haven't already, access the engineering screen within your inventory. Here you can construct a Lock Grinder. Johan gave you all the requisite parts, so it's just a matter of building it. Once you've constructed a Lock Grinder, interact with the locked door to attach it. The Lock Grinder chews through the lock within seconds. Pass through the unlocked door and proceed down the adjoining stairs to the next floor.

Fourth Floor



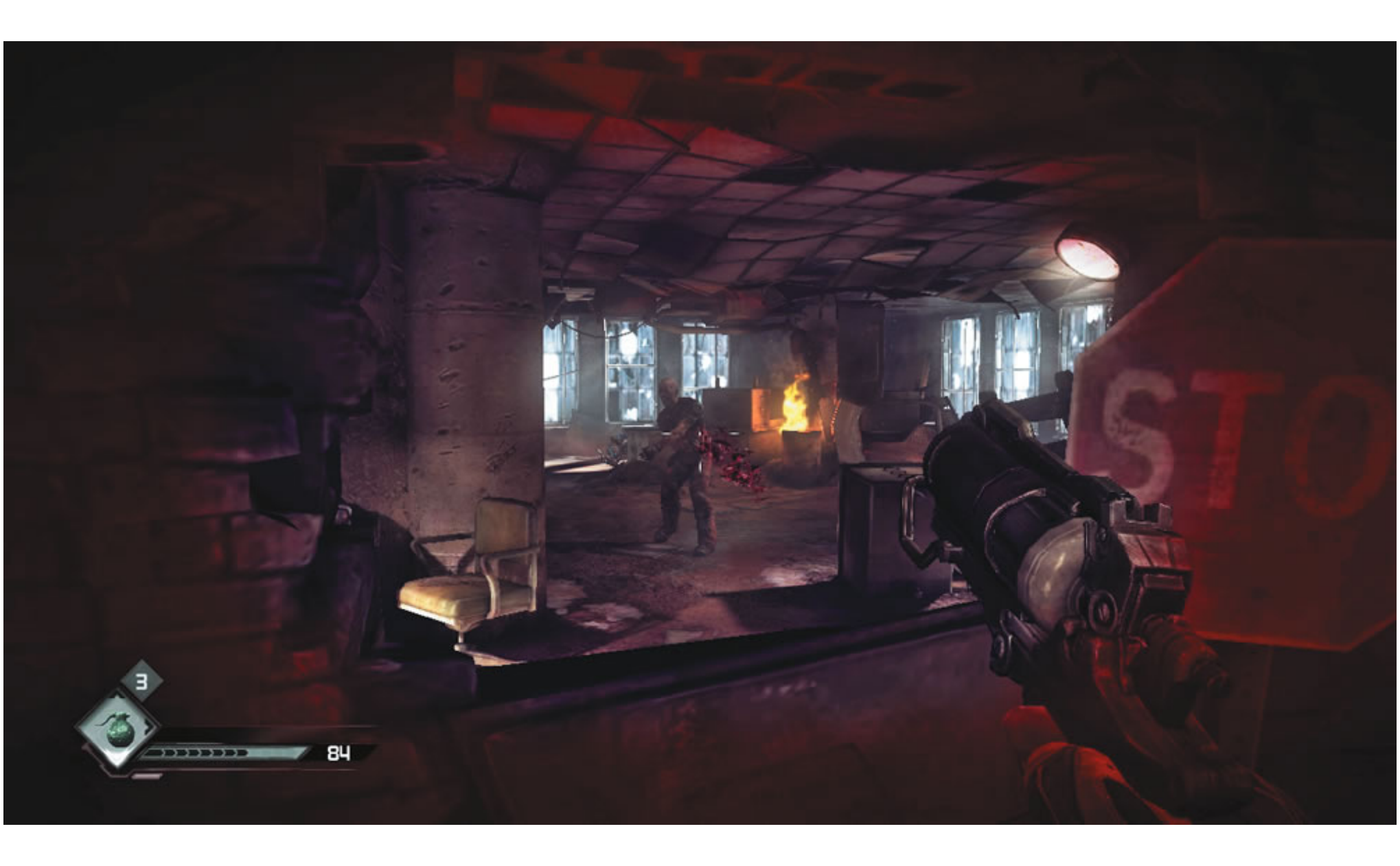
As you descend the stairs you can hear a couple of bandits talking. While eavesdropping, grab the Pistol Rounds and Tools on the nearby nightstand. Use your Settler Pistol to shoot the bandit leaning against the wall. Fire a bullet through the side of his skull. Of course, this sets off a commotion deeper in the workshop as the remaining bandits take cover and return fire. Hold your ground and use the Monocular to score precision headshots on the startled bandits. As the enemies fall, cautiously advance into the workshop using furniture and other debris as cover while engaging the bandits. While advancing through the area, be sure to search your victims for ammo. There's also several Beer Bottles and other objects scattered throughout the room. Most of the bandits attack with pistols from range, but others may charge at you with flaming, spiked, baseball bats. Use the Combat Shotgun to take these guys out fast.



The Alternator you're looking for is attached to an engine suspended by some chains within a damaged brick wall of the workshop. Simply follow the sound of the running engine to locate it. However, be on the watch for more bandits. There are a couple of bandits guarding the engine. Pick them off through the doorway using the Settler Pistol and Monocular combination. Pass through the doorway and circle around to the front of the engine to remove the Alternator. Only two more parts to go. Return to the previous corridor and search for a stairwell leading down to the next floor.

Third Floor

New Objective: Find the Distributor Cap



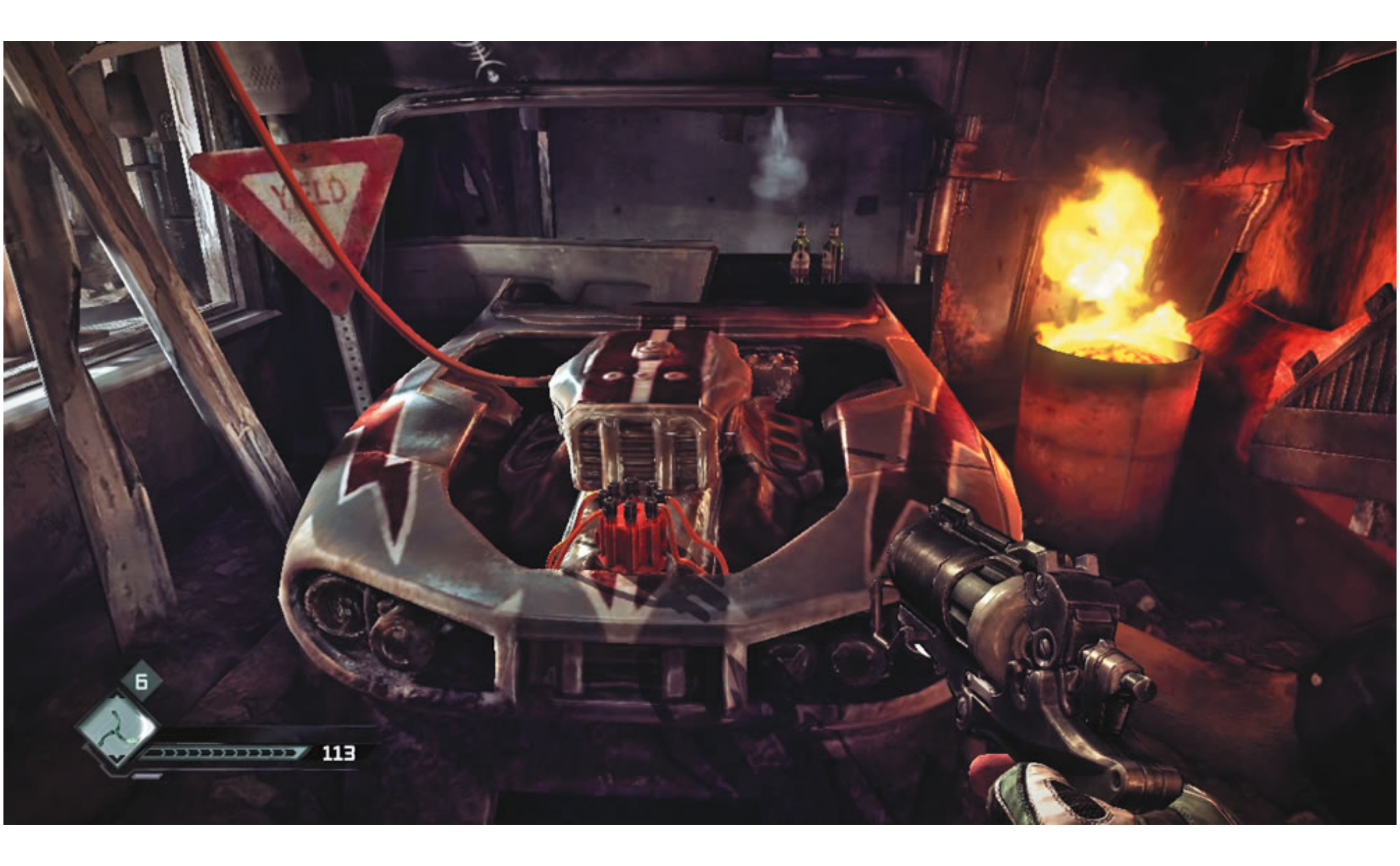
The bandits on the next floor are waiting for you. In addition to pistols, some are armed with grenades. If you hear a ticking sound and see a red grenade icon on the screen, run away before the grenade explodes. At this range, the Settler Pistol is the best weapon during this firefight. However, keep your eyes peeled for bandits charging at you with melee weapons. Backpedal until you can equip the Combat Shotgun and finish them off at close range with one shot. Once the room falls silent, scour the area for loot. At the top of the nearby dead-end stairwell, grab the Wasted Club card and some other items. Don't overlook the locked door here. If you have a Lock Grinder, you can get inside to grab some Antiseptic Formula, Cloth Rags, and a couple of HE Grenades.

Continue through the debris-filled workshop, picking off bandits as you go. Beyond the locked door, a few bandits are holed up in a small room. Either toss an HE Grenade into the room or peek around the doorway and blast them with the Combat Shotgun. In addition to the ammo left behind by the bandits, you can also find a Gas Can and Antiseptic Formula inside this room.

Three more bandits occupy this room, hindering your advance. Take out the bandit with the flaming baseball bat first, blasting him with the Combat Shotgun. Next, retreat to the previous room and equip the Settler Pistol. Peek out of cover to finish off the remaining pistol-toting bandits. When all the hostiles are down, scour the floor for ammo and then continue into the adjoining hall. There you can find some Cloth Rags, a Hardware Packet, as well as some other junk. When you're finished grabbing items, descend the nearby steps to the next floor.

Second Floor

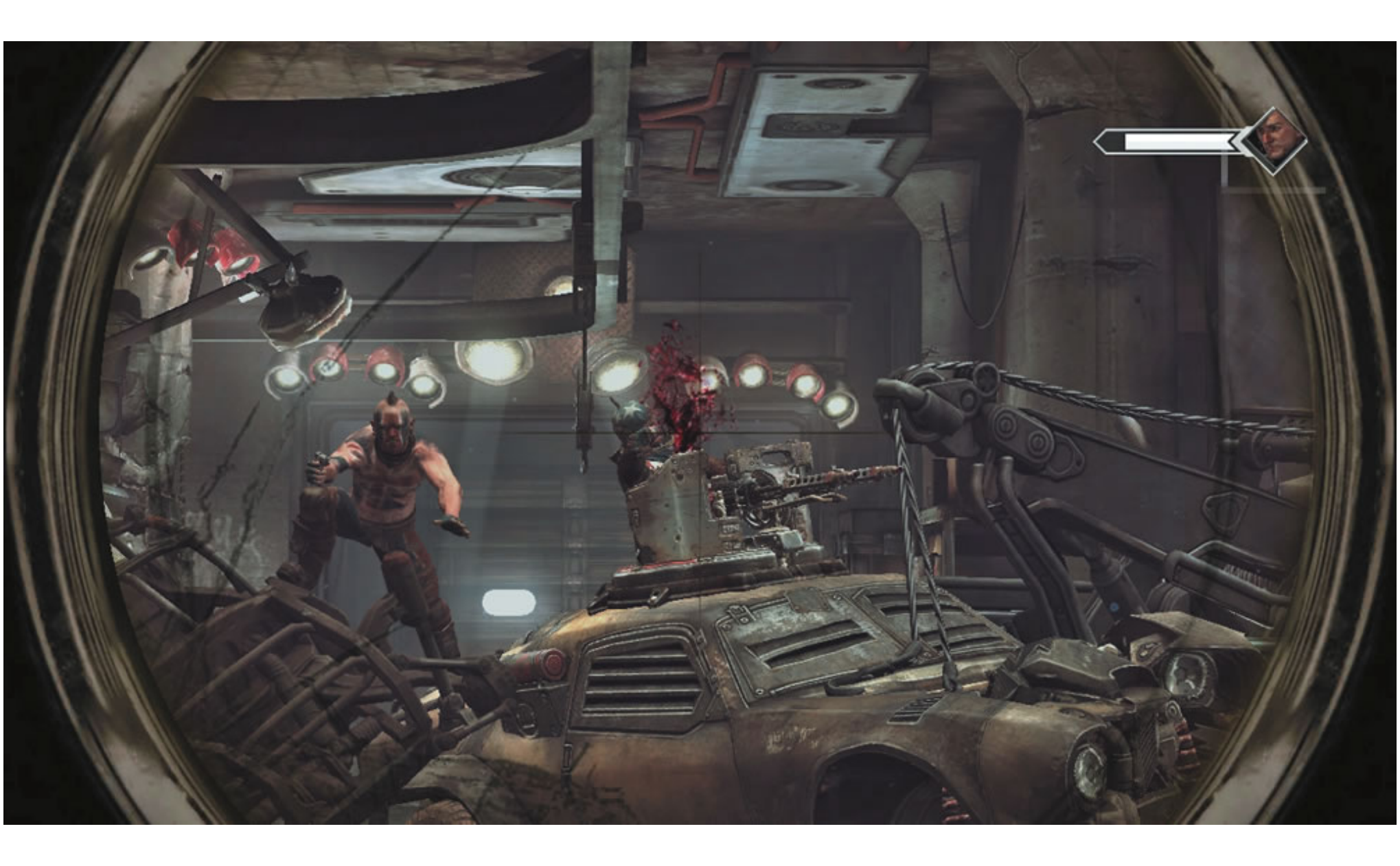
Initially, hold inside the stairwell and engage the next group of bandits from the doorway. Side step in front of the doorway to fire, then duck back inside the stairwell to take cover. One of the bandits is armed with an assault rifle, so be sure to take cover as a stream of bullets heads your way. A well-tossed HE Grenade can really scatter the crowd. Thin out the resistance before pushing deeper into the next room. Be ready to blast rushing bandits with the Combat Shotgun. Once you've dealt with any close-quarter threats, switch back to the Settler Pistol to deal with enemies firing at you from long range. As the hostilities dwindle, grab ammo and cash off your victims. You can find Pistol Rounds and an Electrical Wire Kit here too. There's also plenty of Beer Bottles scattered about. Plus, you'll find the Wasted Pistol card under the stairwell you entered from. Help yourself.



A couple of bandits have barricaded themselves in this narrow hall. One of them tosses grenades in your direction. Backpedal into the previous room to avoid getting blown to bits. When you're not dodging incoming grenades and assault rifle fire, duck in and out of the doorway and pick off the two bandits with your Settler Pistol. Once the area is clear, shoot the explosive oxygen containers leaning against the blocked door; the explosion allows you to access the area behind it and collect some loot. Next, enter the hall to locate the Distributor Cap attached to a car engine. Rip the Distributor Cap free and then backpedal. A fuel line has dislodged from the engine, spewing fuel. Get away before the nearby flame ignites the fuel, setting off a large explosion. The explosion blows open a door, allowing you to continue deeper into the garage; watch out for the burning bandit rushing through the newly opened passage. Following the explosion, watch for more bandits appearing to the left. Hold near the car and engage them with your Settler Pistol. As the incoming fire dies down, hunt down the remaining bandits with the Combat Shotgun. Search the nearby rooms for ammo and a Hardware Packet before descending the nearby steps to the next floor.

First Floor

New Objective: Find the Piston Assembly



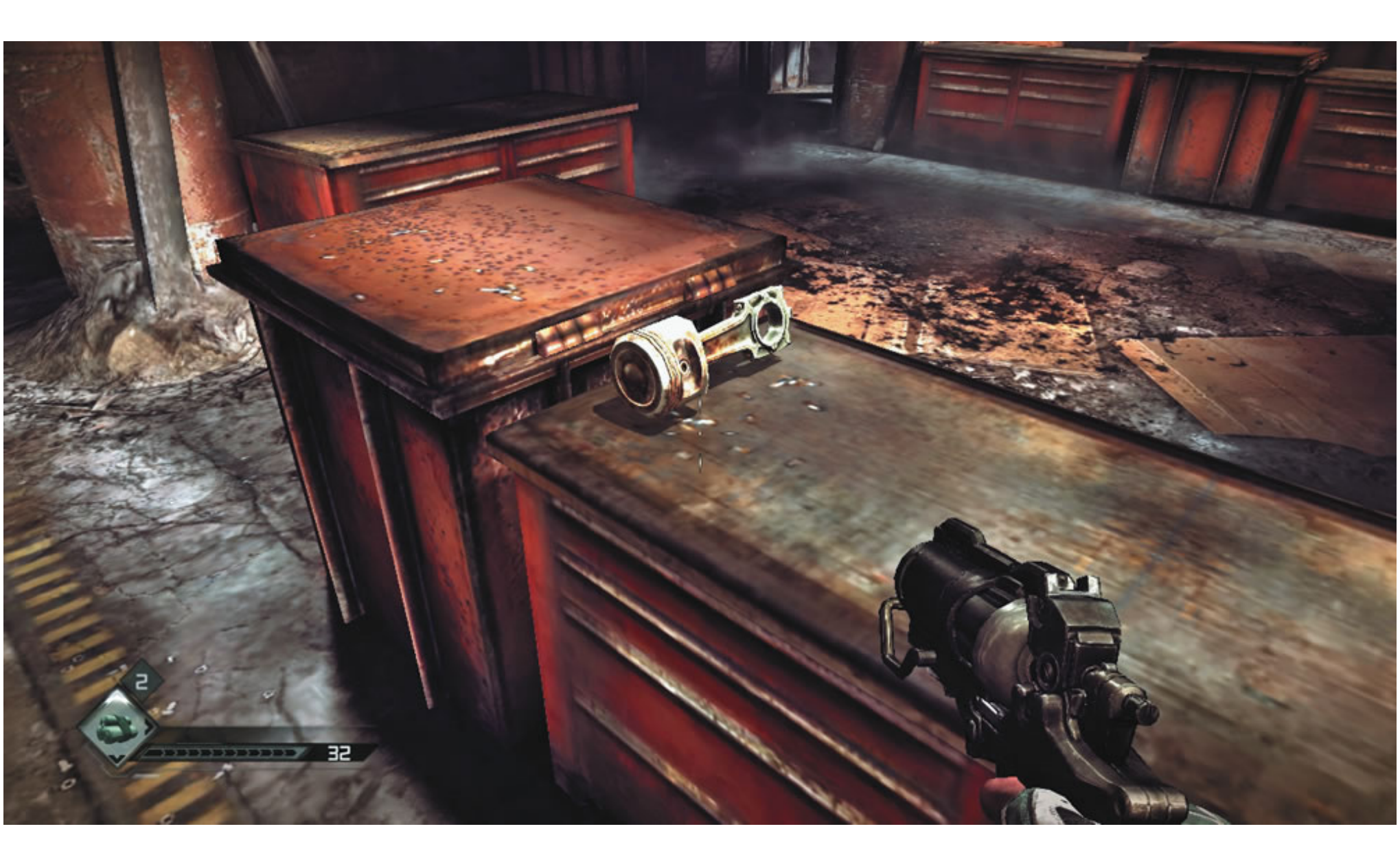
There is a yellow cylindrical gas tank straight ahead as you step through the door at the bottom of the stairs. There is a yellow cylindrical oxygen tank straight ahead as you step through the door at the bottom of the stairs. Don't shoot it yet. Save it for when you come under attack by bandits later. Just make sure you're a safe distance away from the explosion.

At this point, a car comes racing through the garage, zooming straight at you. The car hits the tail end of a pick-up truck before coming to an abrupt stop. Suddenly, the driver pops out of a hatch in the car's roof and mans a machine gun turret while barking orders—this must be the Wasted Clan's leader. Using the Monocular, quickly take aim at the leader's head before he can open fire. The leader is equipped with a helmet that you can't shoot off. Aim for his face while it's exposed above the turret. The leader's health meter appears in the top right corner of the screen. Each successful hit drops his health significantly—but don't get greedy. Once the leader ducks behind the turret, quickly sidestep to the left for cover before he can open fire. Also, watch out for more bandits charging you at close range. Periodically the leader stops shooting and barks more orders. Take this opportunity to duck out of cover and score more hits on his face. Continue ducking in and out of cover to strike the leader until he's dead. There may be more bandits in the garage, so don't let your guard down.

Tip

It's possible to hit the Wasted Clan leader through the narrow viewport in the turret's armor, but he only looks through this viewport while shooting. It's best to wait until he stops shooting and stands up. Consider loading Fatboys in your Settler Pistol to finish off the leader quickly.

Alternately, try this challenging but impressive option: Take cover at the point closest to the Wasted Clan leader. Across from this cover, there's a pillar with a glowing box on top of it. Pull the lever on the box to release an oxygen container on a track along the ceiling. Shoot the container as it passes over the leader's head to deplete about 95% of his health with one shot!



Maneuver past the Wasted Clan leader's vehicle to reach the back of the garage. Grab the Pistol Assembly off the workbench. Collect the Wasted Turret card from the table against the wall behind you. Near the workbench is another locked door. If you have the required parts, construct another Lock Grinder and breach the door. This closet contains a couple of rare Feltrite Crystals as well as some Buckshot for your Combat Shotgun. You now have all the parts Durar needs to repair the buggy. Locate the exit and return to the Wasteland.

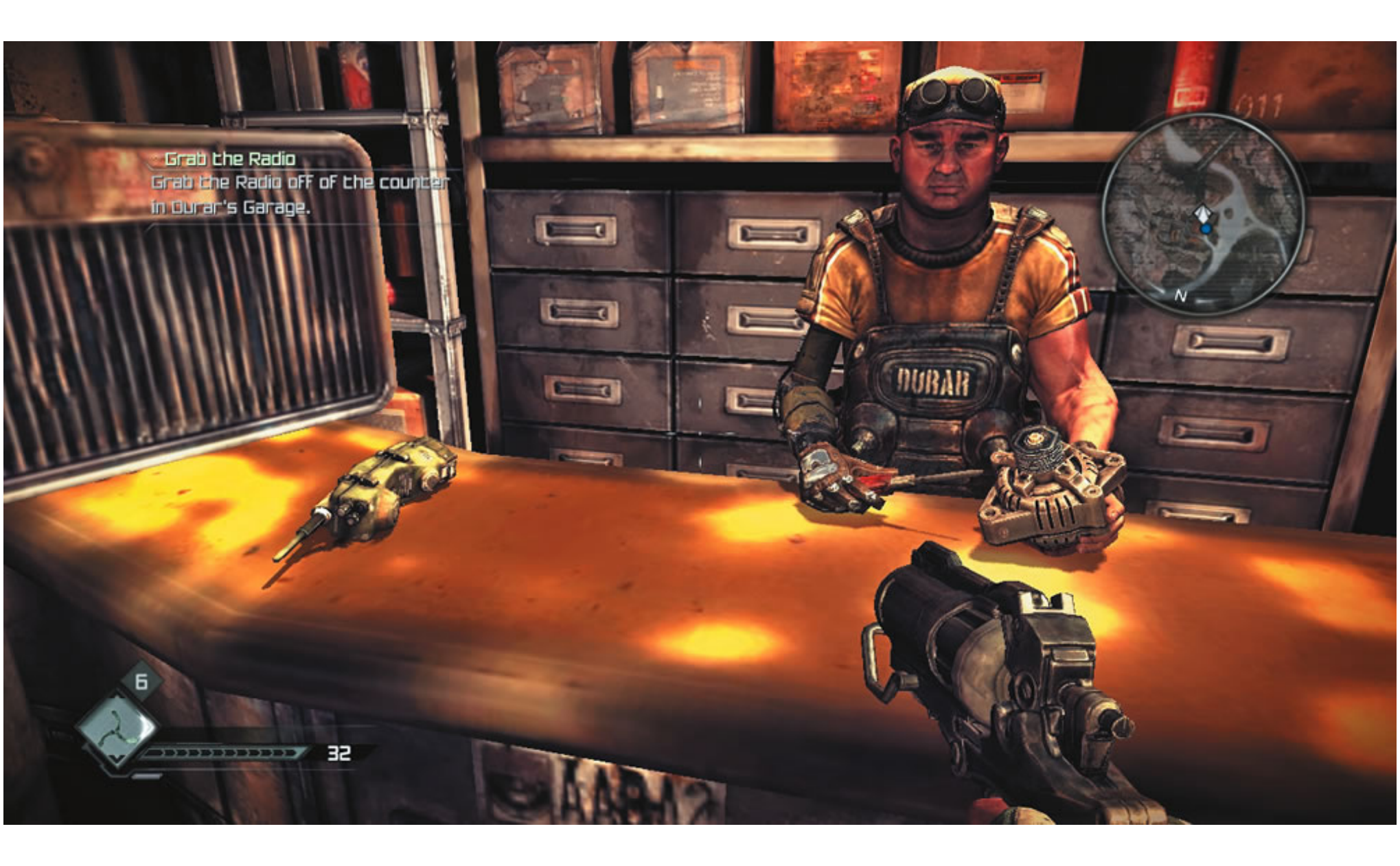
Waste Management

Successfully completing the Wasted Garage earns you the Waste Management achievement/trophy.

Hagar Settlement

New Objectives:

- Take the parts to Durar at the Hagar Settlement
- Grab the Radio off the counter in Durar's garage



Grab the Radio
Grab the Radio off of the counter in Durar's Garage.

You emerge from the Wasted Garage in a completely different location outside the old dam. Fortunately, there's a bandit ATV nearby. Use Wingsticks to dispatch the two bandits loitering near the ATV, then claim the ride for yourself. Ride back to the Hagar Settlement. Durar is happy to see you've made it back with the parts. Before he fixes the buggy, he has something for you. Grab the Tow Truck Radio on the counter. You can use this to get a tow back to Durar's garage anytime you smash your vehicle up in the Wasteland. The Dune Buster Buggy is now yours. Take it for a spin or check in with Dan to see if he has any other jobs for you.

Tip

QUAKE Room

This secret room is definitely the most difficult to find, requiring you to press three well-hidden red buttons in the Wasted Garage to open a portal-like doorway. However, this can't be completed while searching for the buggy parts or completing the job board mission. You must return to the Wasted Garage on your own, preferably entering through the fifth floor by the Radio Tower. The buttons can be pressed in any order, but starting on the fifth floor and working your way downstairs is the most efficient path.

The easiest button to find is located on the fourth floor, not far from the staircase you descend from the fifth floor. The button is located on a wall to the left of a red workbench. Crouch down and interact with the red button to activate it—there is no on-screen prompt to interact with these buttons, but they do make a QUAKE-like sound when activated.

Next is the most difficult button to locate. It's in a small room on the third floor beneath a file cabinet drawer. To even see the button, you must crouch and press your right shoulder up against the wall on the right. The drawer is located in the corner of the room and the red button is just beneath it, facing the wall.

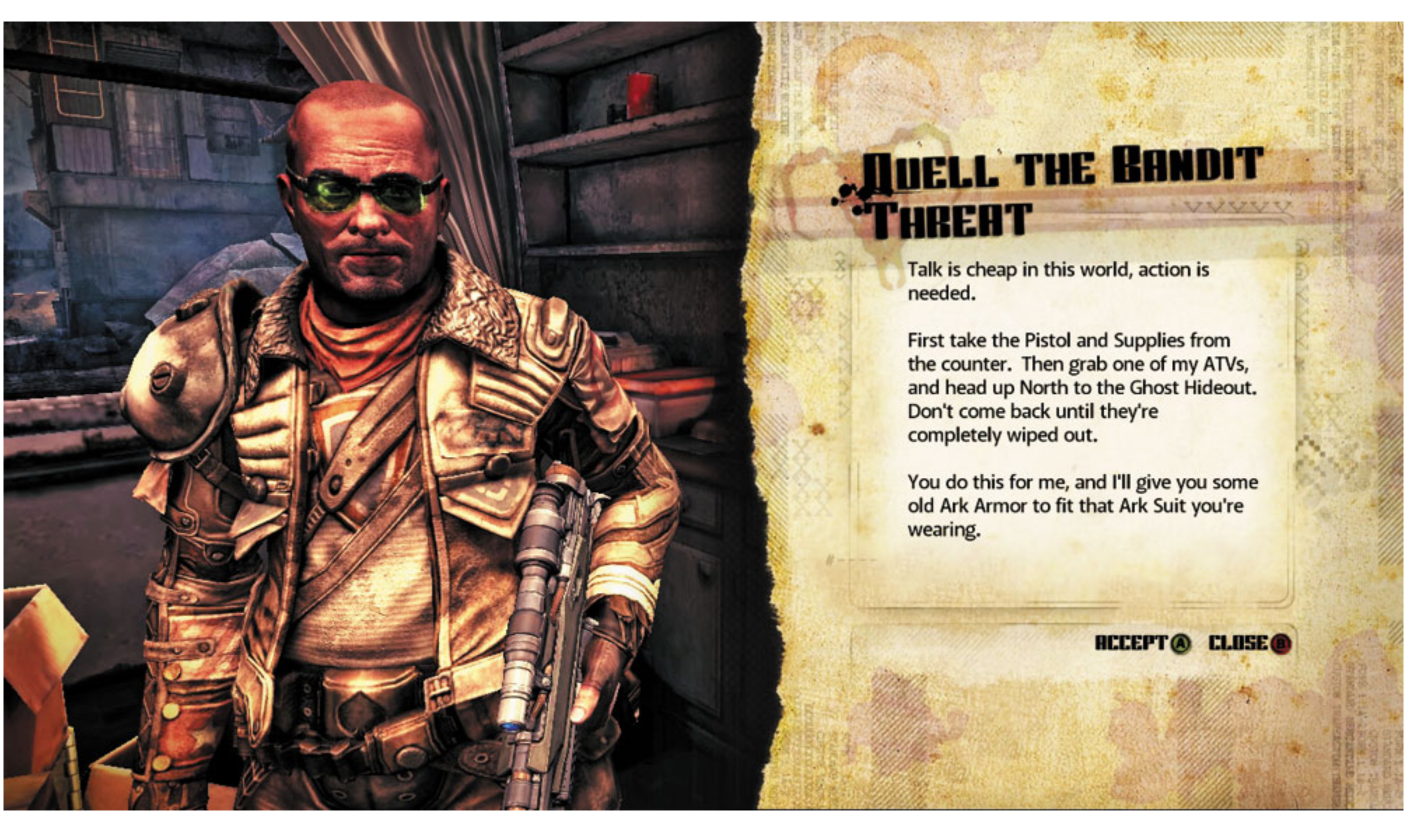
The third button is located within a nightstand on the second floor, beyond the area where you retrieved the Distributor Cap from the car. The button is located directly beneath the nightstand drawer—you may have to crouch to see and activate it. With all three buttons activated, you can now seek out the portal.

Backtrack to the dead-end stairwell on the same floor. The stairwell is easy to identify. Simply look for the mattress on the steps and the QUAKE symbol spray-painted on the wall. Climb to the top of the stairs and step through the portal on the wall. The portal transports you to the QUAKE room. If you've played QUAKE, this area looks familiar—it's the first room where you choose the game's difficulty setting. Step into the center corridor and grab the ferociously adorable Shambler Plush. You can sell this item for $150. Or if you're the sentimental type, you can hold onto it, adding it to your collection of rare loot. Return to the Wasted Garage from the QUAKE room by stepping on the square tile where you entered.

Wasteland

Destroy the Barricade

Dan Hagar



QUELL THE BANDIT THREAT

Talk is cheap in this world, action is needed.

First take the Pistol and Supplies from the counter. Then grab one of my ATVs, and head up North to the Ghost Hideout. Don't come back until they're completely wiped out.

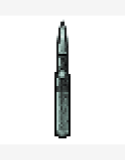
You do this for me, and I'll give you some old Ark Armor to fit that Ark Suit you're wearing.

Objective: Blow up the blockade

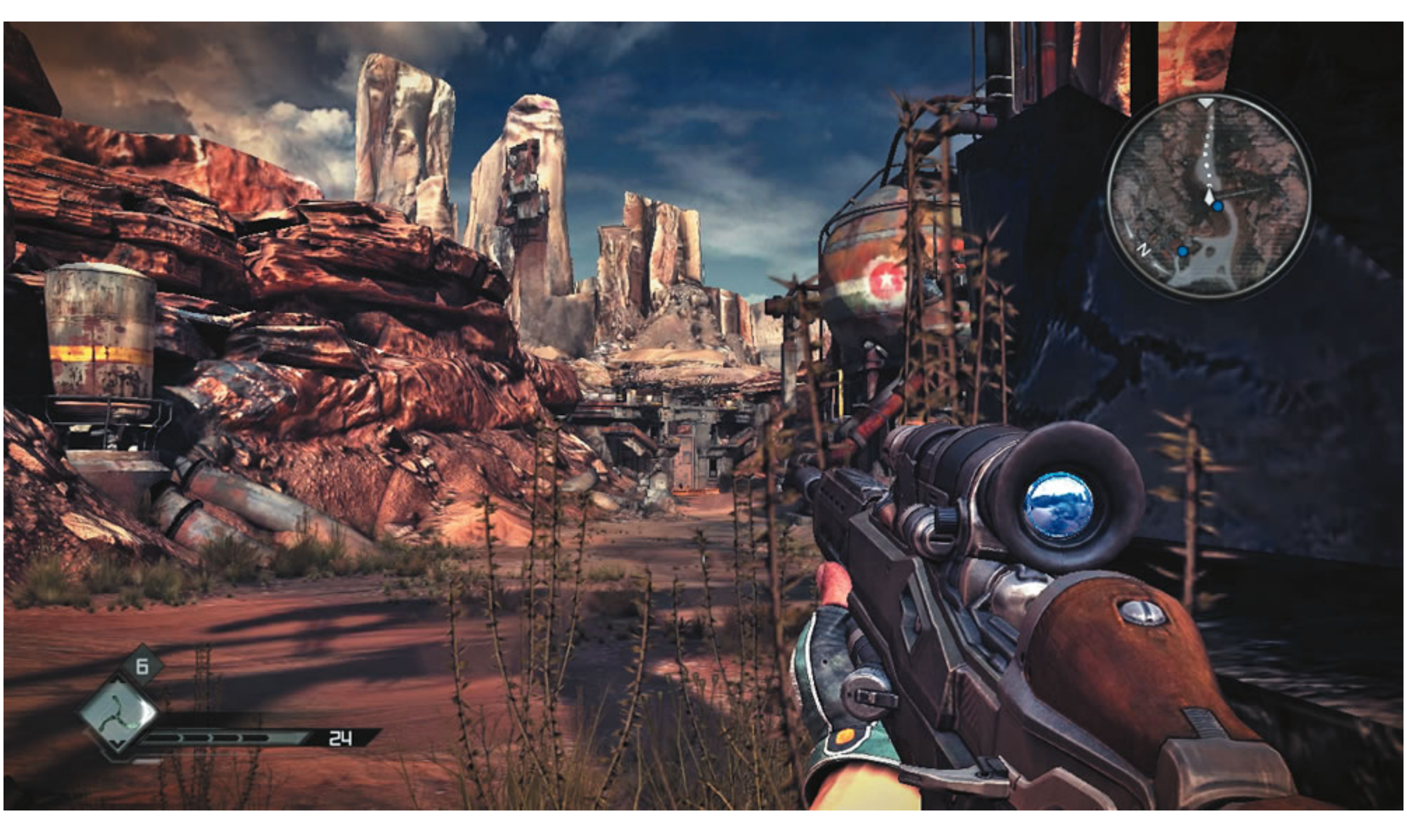
I need your special talents for a demolition job.

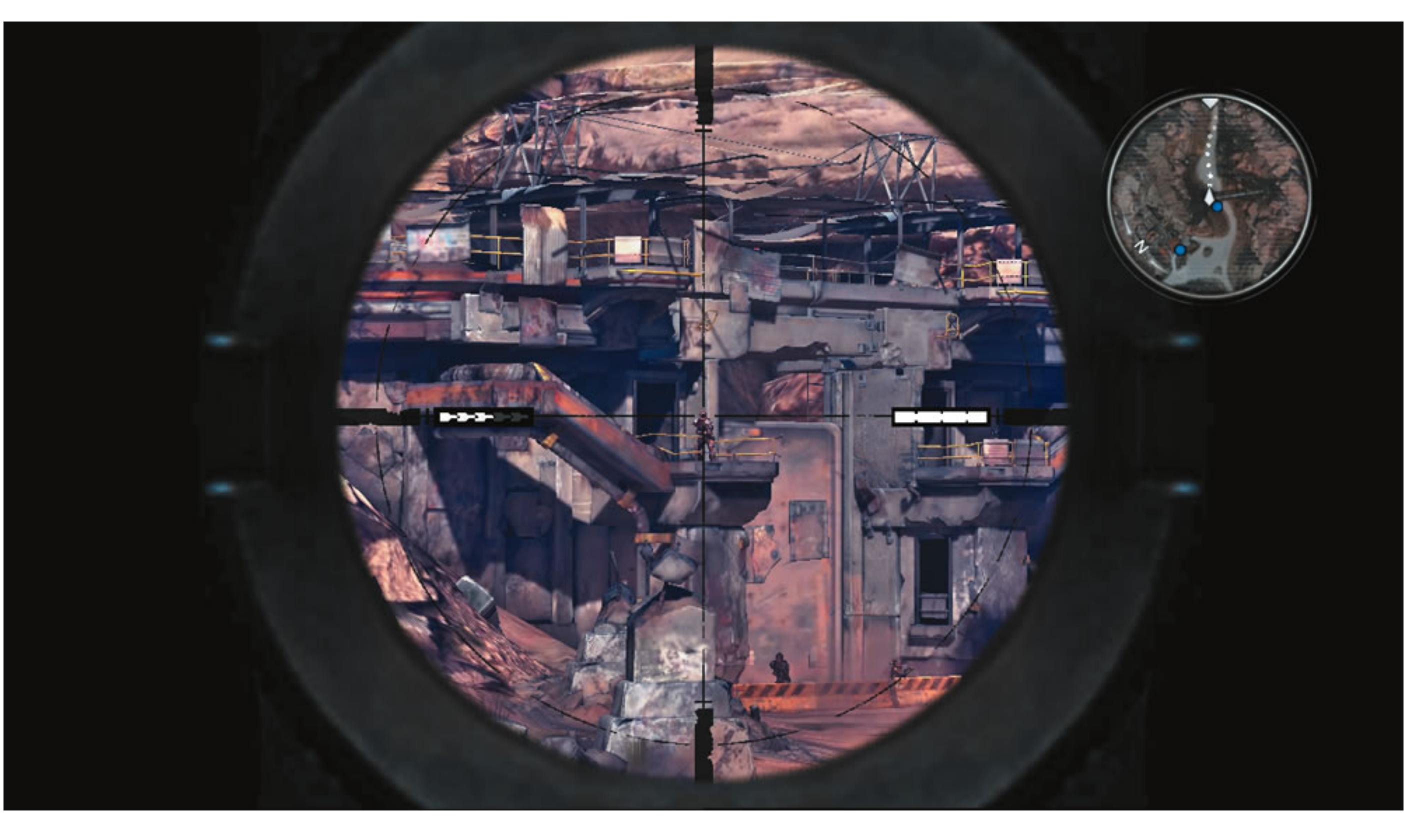
The Shrouded Bandits constructed a blockade in the canyon just south of here, and it's cut us off from Wellspring to the east. Take these explosive charges and place them on the gate. Here is my Sniper Rifle. Use it from the cover of the road, and be careful—the blockade is heavily defended.

You take out that blockade, and I'll make it worth your while.

Provided Equipment		
ICON	ITEM	QUANTITY
	Sniper Rifle	1
	Sniper Rounds	30
	Explosive Pack	1
Reward		
Icon	Item	Quantity
	Dollars	100

New Objective: Set the explosives on the barricade

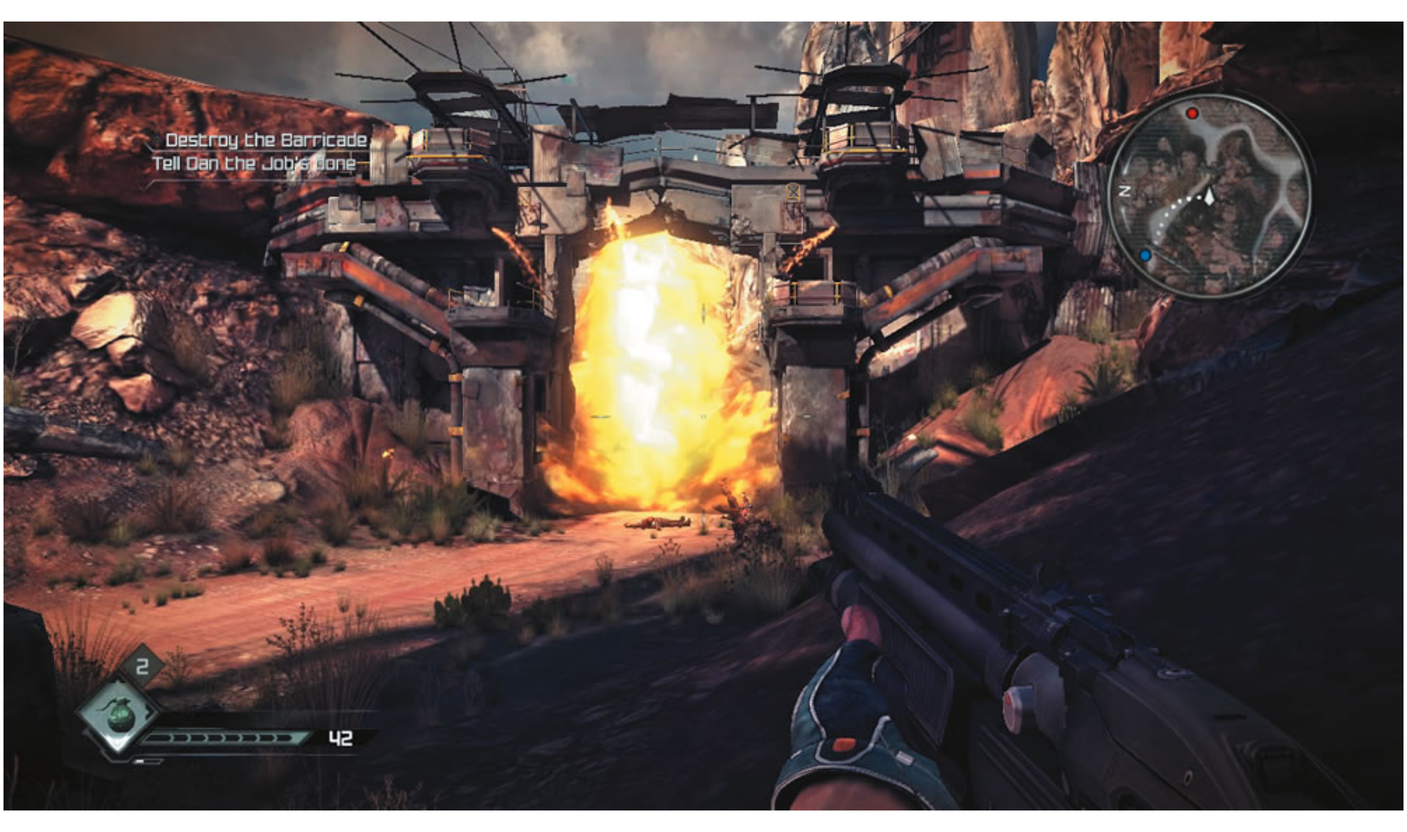




The Sniper Rifle and ammo Dan gave you are more than adequate for completing this job. But if you ever need more Sniper Rounds, you can always come back to Halek and purchase more. Instead of taking your new buggy to the barricade, hop on the ATV you stole from the bandits outside the Wasted Garage and drive it toward the barricade. As you leave the Hagar Settlement, watch your speed to avoid approaching the barricade too quickly—you don't want to draw fire from the bandits. Once the barricade is within view, park the ATV and take cover inside the giant sewer pipe on the left as you pull into the canyon. The broken area between the two pieces of pipe offers a great vantage point for sniping. The vertical overpass supports also offer good cover for sniping.. Take aim through the Sniper Rifle's scope to scout for targets. The Sniper Rifle is extremely powerful, capable of killing with a single shot. However, make sure you score headshots to guarantee a kill. Prioritize the bandits wielding rocket launchers, as these enemies pose the biggest threat. Once you've picked off the bandits with rocket launchers, set your sights on the bandits manning the turrets mounted on the barricade.

Open Minded

Take careful aim with Dan's Sniper Rifle to score headshots. If you manage to score ten headshots, you earn the Open Minded achievement/trophy. Don't worry if you don't get it now. You'll have plenty of opportunities to score more headshots later.



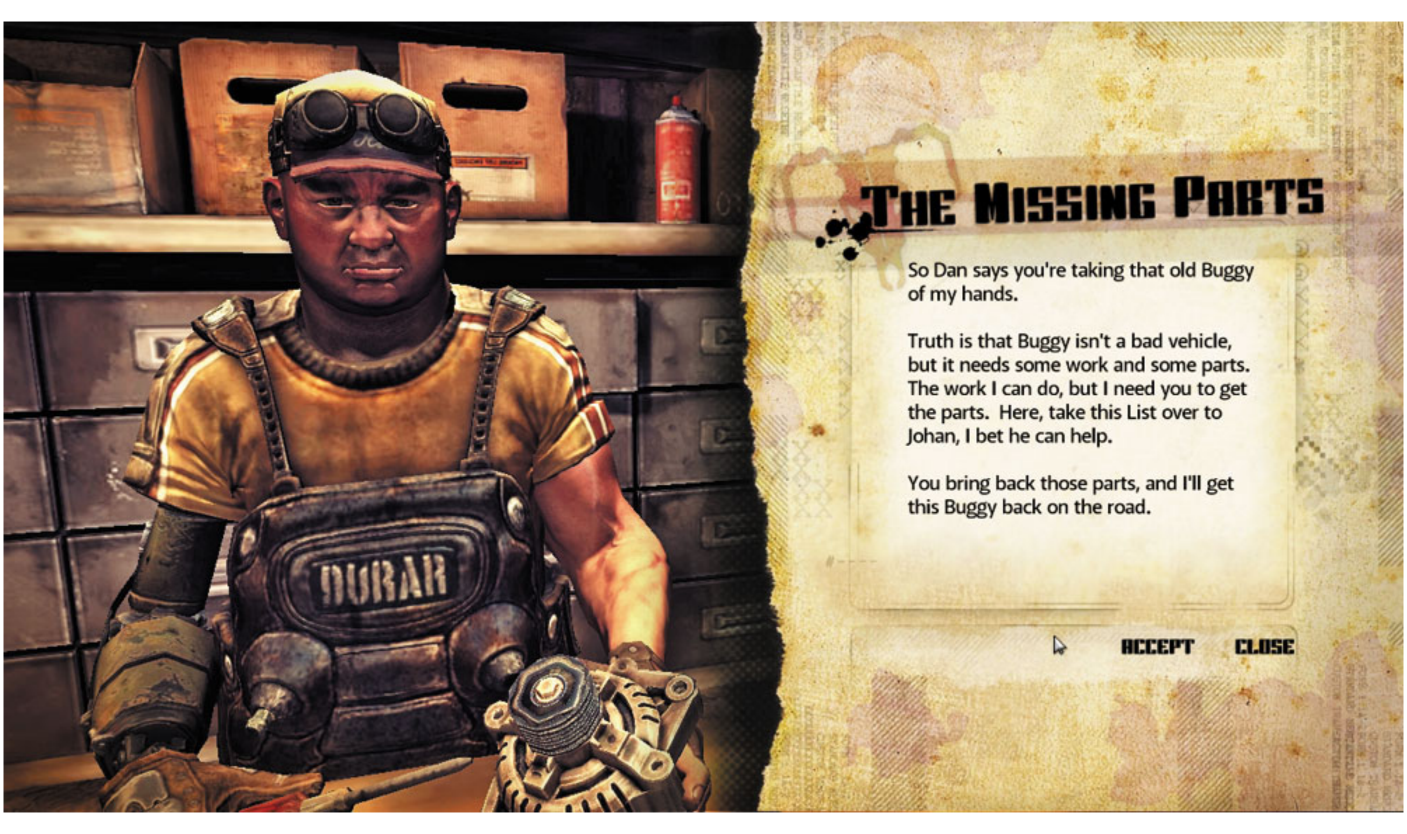
As the incoming fire dwindles, cautiously advance toward the barricade on foot. Race to cover on the right side of the road, then scour the barricade once again through the Sniper Rifle's scope. Reinforcements may have taken up positions on the barricade, so be ready to pick them off. Once the path is clear, approach the gate while carrying your Combat Shotgun. Now interact with the gate to place the explosives and run away. You have approximately 12 seconds to reach a safe distance before the explosives detonate.

New Objective: Tell Dan the job's done

The road leading to Wellspring is now open. Find your ATV and drive back to the Hagar Settlement. Dan is happy to hear the road is open, but he's afraid he's running out of work for you. He'd like to keep you around, but fears your presence will soon gain the attention of the Authority. But before you leave, he does have one more job for you. You can either take Dan's next job now, or visit Durar for a quick side job.

Durar's Time Trial

Durar Hagar



THE MISSING PARTS

So Dan says you're taking that old Buggy of my hands.

Truth is that Buggy isn't a bad vehicle, but it needs some work and some parts. The work I can do, but I need you to get the parts. Here, take this List over to Johan, I bet he can help.

You bring back those parts, and I'll get this Buggy back on the road.

Objective: Beat Durar's best time.

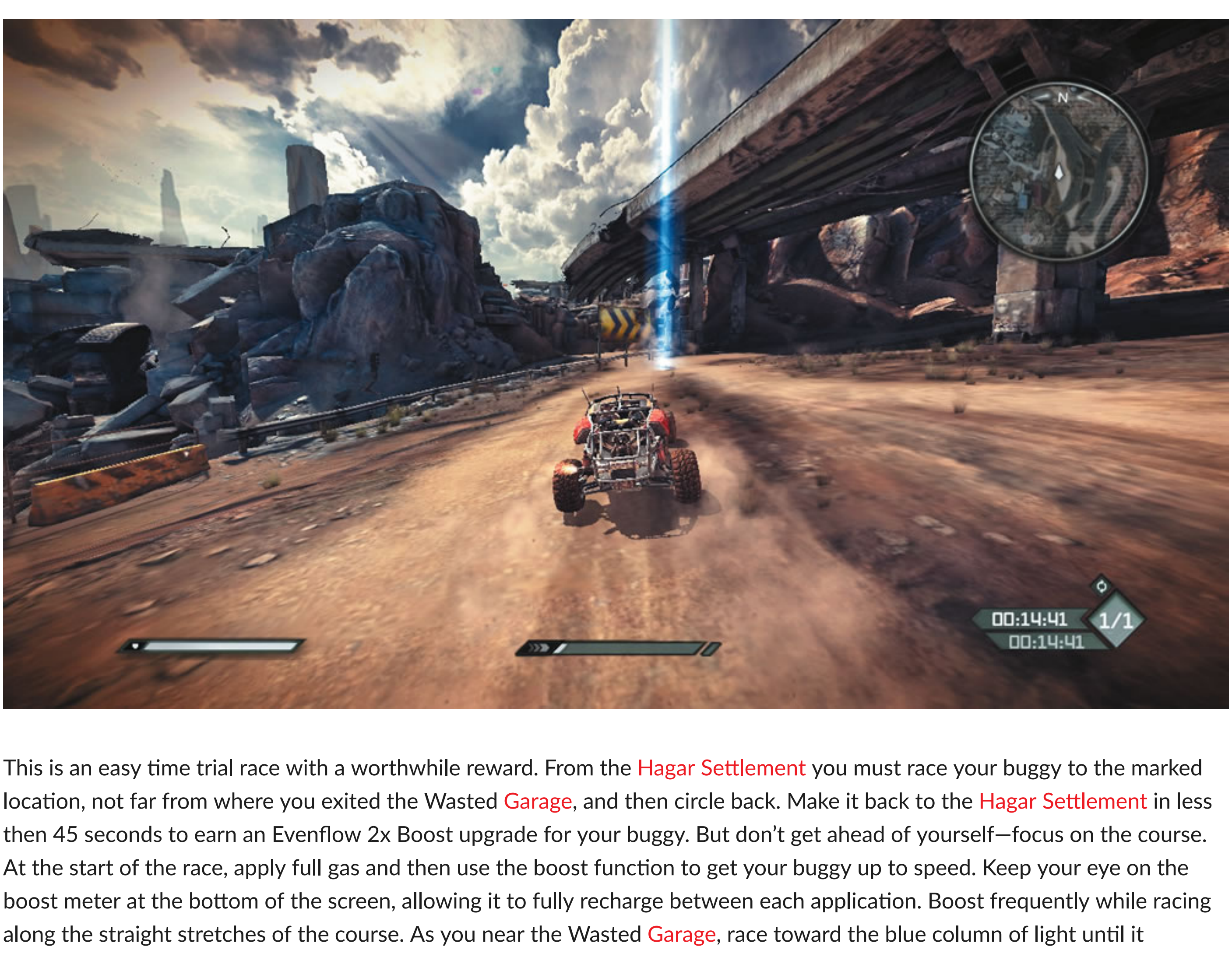
I put together my own little time trial race. You want to give it a go?

Race down to the flag and back. Just look on your map if you get lost, but remember, the most direct route may not be the easiest.

If you manage to beat my time, I'll give you a boost upgrade.

Provided Equipment: None

Reward		
ICON	ITEM	QUANTITY
	Evenflow 2x Boost	1
	Dune Buster (Collector Card)	1

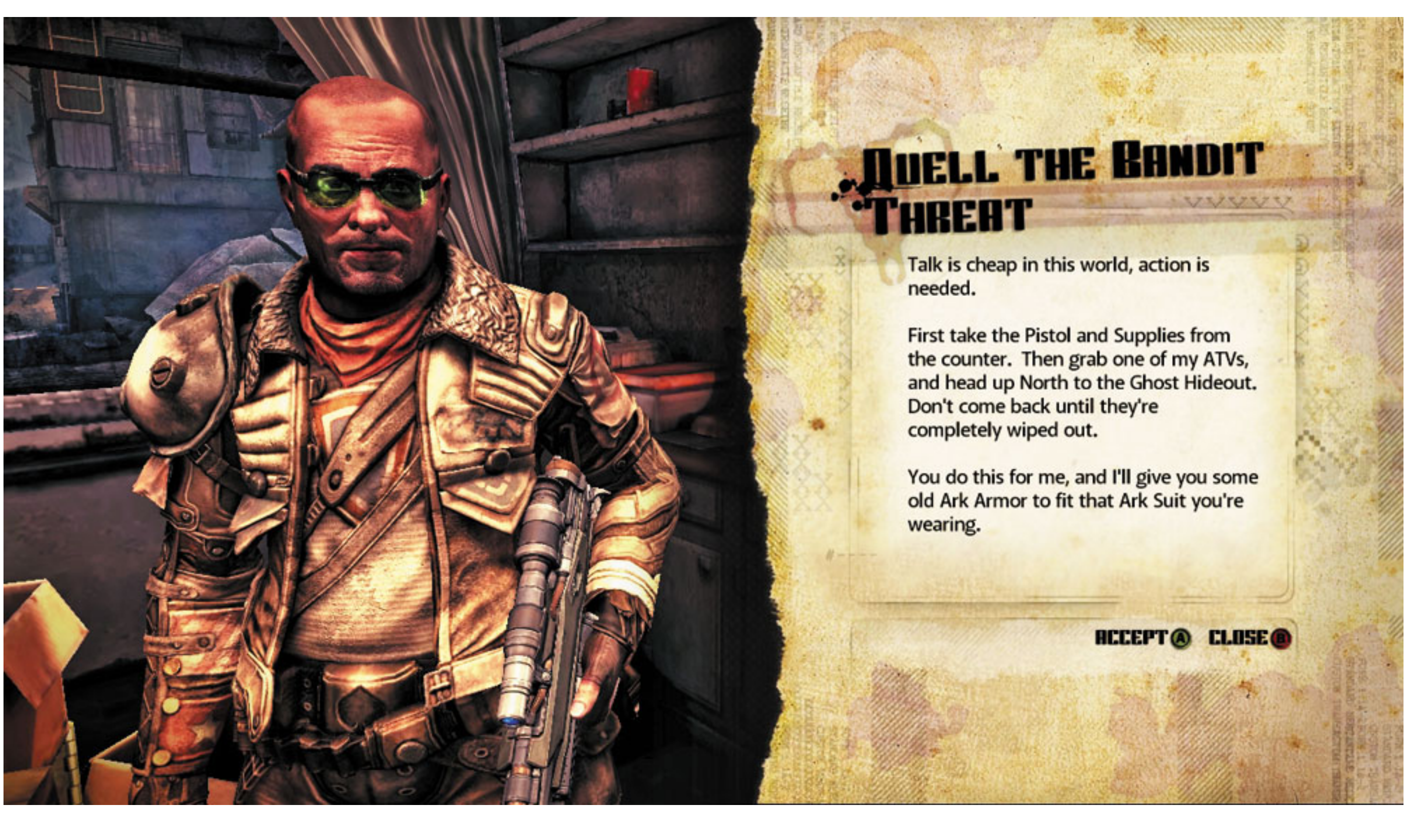


This is an easy time trial race with a worthwhile reward. From the Hagar Settlement you must race your buggy to the marked location, not far from where you exited the Wasted Garage, and then circle back. Make it back to the Hagar Settlement in less then 45 seconds to earn an Evenflow 2x Boost upgrade for your buggy. But don't get ahead of yourself—focus on the course. At the start of the race, apply full gas and then use the boost function to get your buggy up to speed. Keep your eye on the boost meter at the bottom of the screen, allowing it to fully recharge between each application. Boost frequently while racing along the straight stretches of the course. As you near the Wasted Garage, race toward the blue column of light until it disappears, then turn around and head back to the Hagar Settlement. If you use your boost function wisely and avoid crashing, you'll have no problem beating Durar's time, securing the buggy upgrade. However, if you fail to beat the 45-second threshold, you can retry the race. While this job isn't mandatory, don't pass it up. The Evenflow 2x Boost doubles the duration of your boosts, allowing you to outrun any bandit vehicles you may encounter in the Wasteland.

Wasteland

Dan's Message

Dan Hagar



QUELL THE BANDIT THREAT

Talk is cheap in this world, action is needed.

First take the Pistol and Supplies from the counter. Then grab one of my ATVs, and head up North to the Ghost Hideout. Don't come back until they're completely wiped out.

You do this for me, and I'll give you some old Ark Armor to fit that Ark Suit you're wearing.

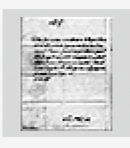
Objective: Take Dan’s message to Mayor Clayton

There’s one more thing I need you to do.

Our supplies are running low, and Mayor Clayton over in Wellspring to the east has promised us help. Take this letter and show it to Mayor Clayton; bring back whatever supplies he gives you. Try and remember you ain’t got any guns on that buggy.

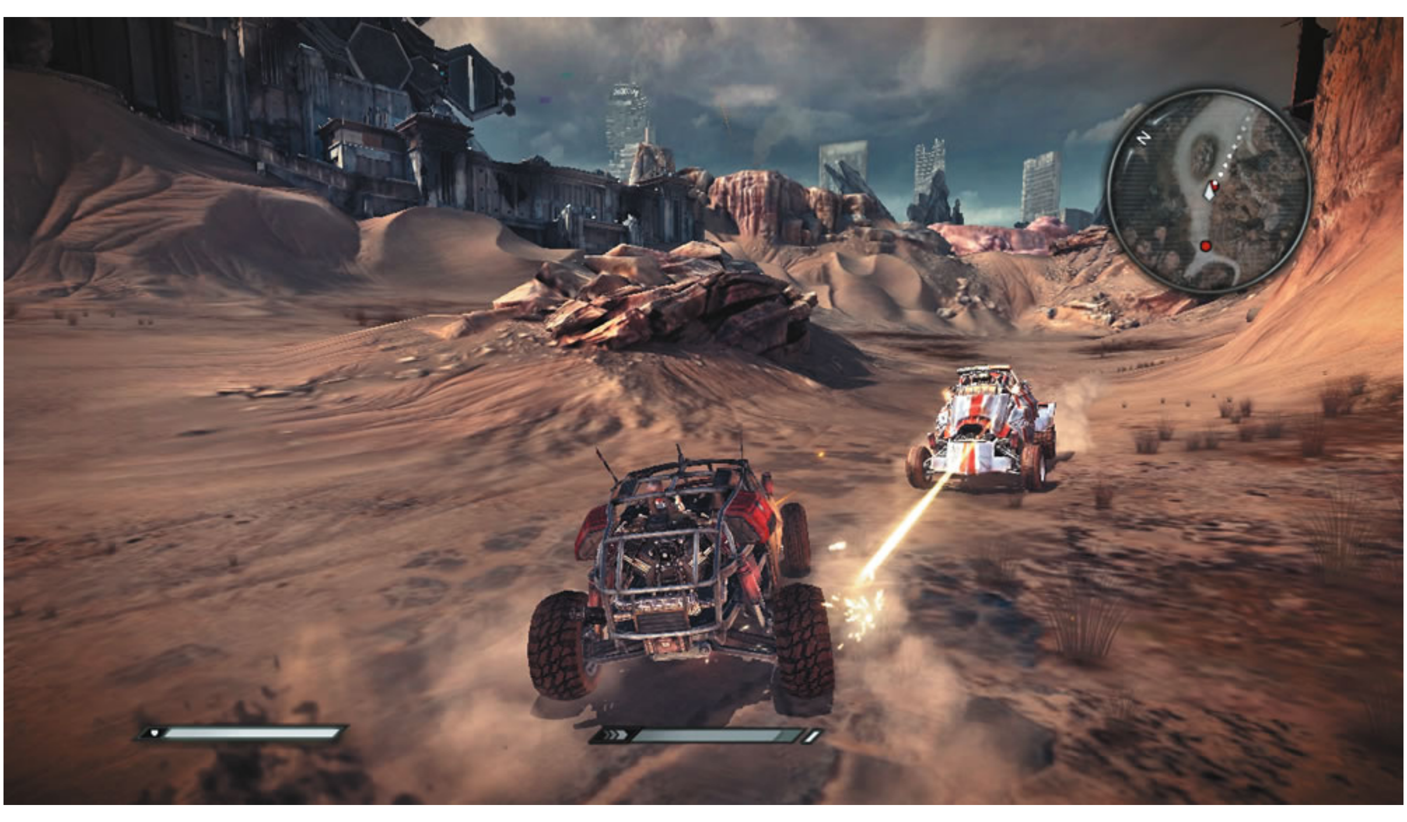
You help us one last time, and I’ll make sure Mayor Clayton takes care of you.

Provided Equipment

ICON	ITEM	QUANTITY
	Letter to Mayor Clayton	1

Reward: None

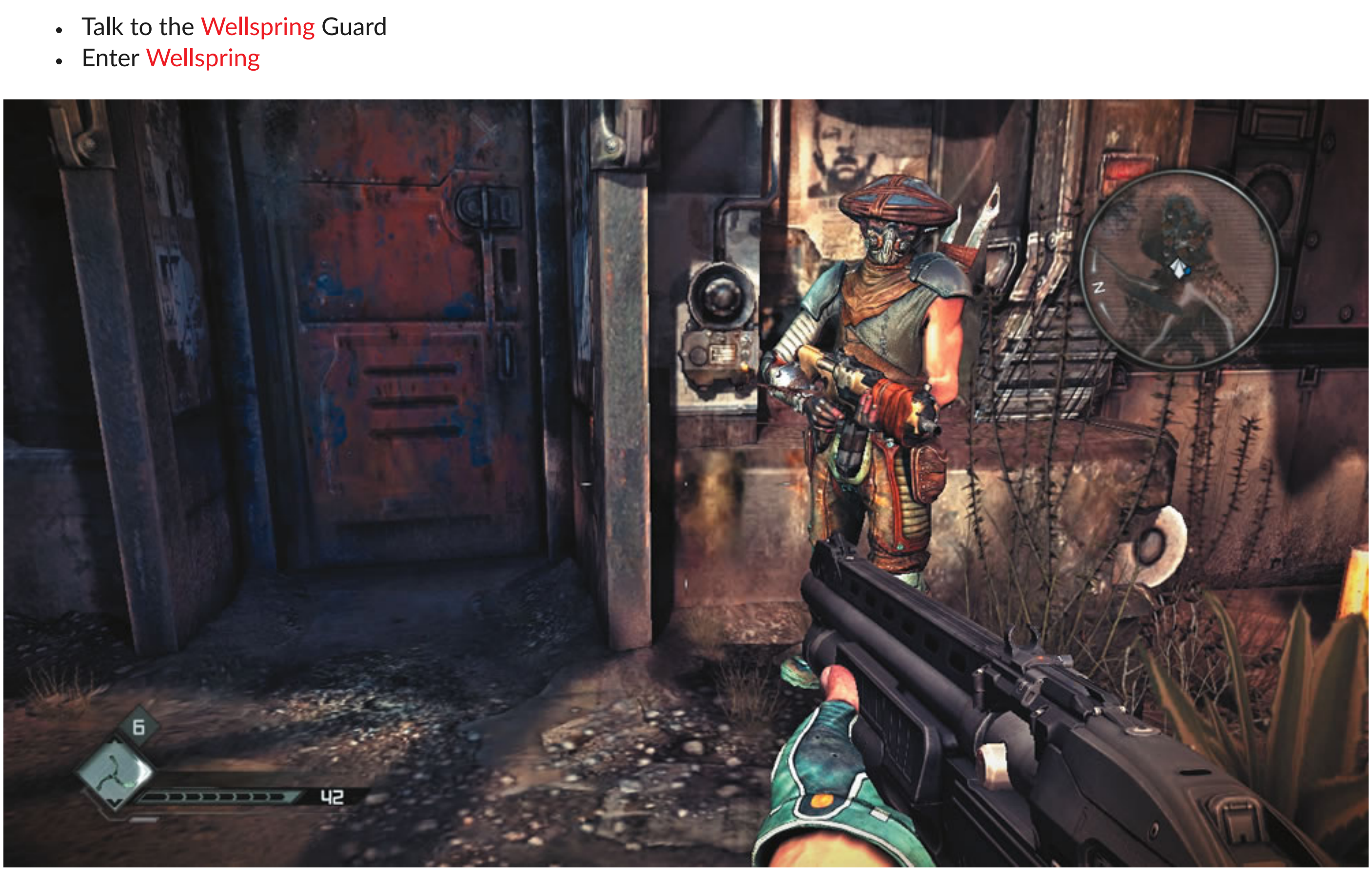
New Objective: Drive south and east to Wellspring



Now that the barricade has been destroyed, you can reach Wellspring, a large settlement to the east. Dan needs you to take a letter to Mayor Clayton, detailing the supplies he needs. After speaking with Dan, return to Durar’s garage to board your Dune Buster. The path to Wellspring is marked on the minimap, taking you through the now open barricade. However, shortly after passing through the barricades, you’re attacked by bandit vehicles. Currently, your Dune Buster is not equipped with any offensive weapons. Use the boost function to race past the attackers, all while staying on course to Wellspring. As you near Wellspring’s outer gate, the bandit vehicles disengage.

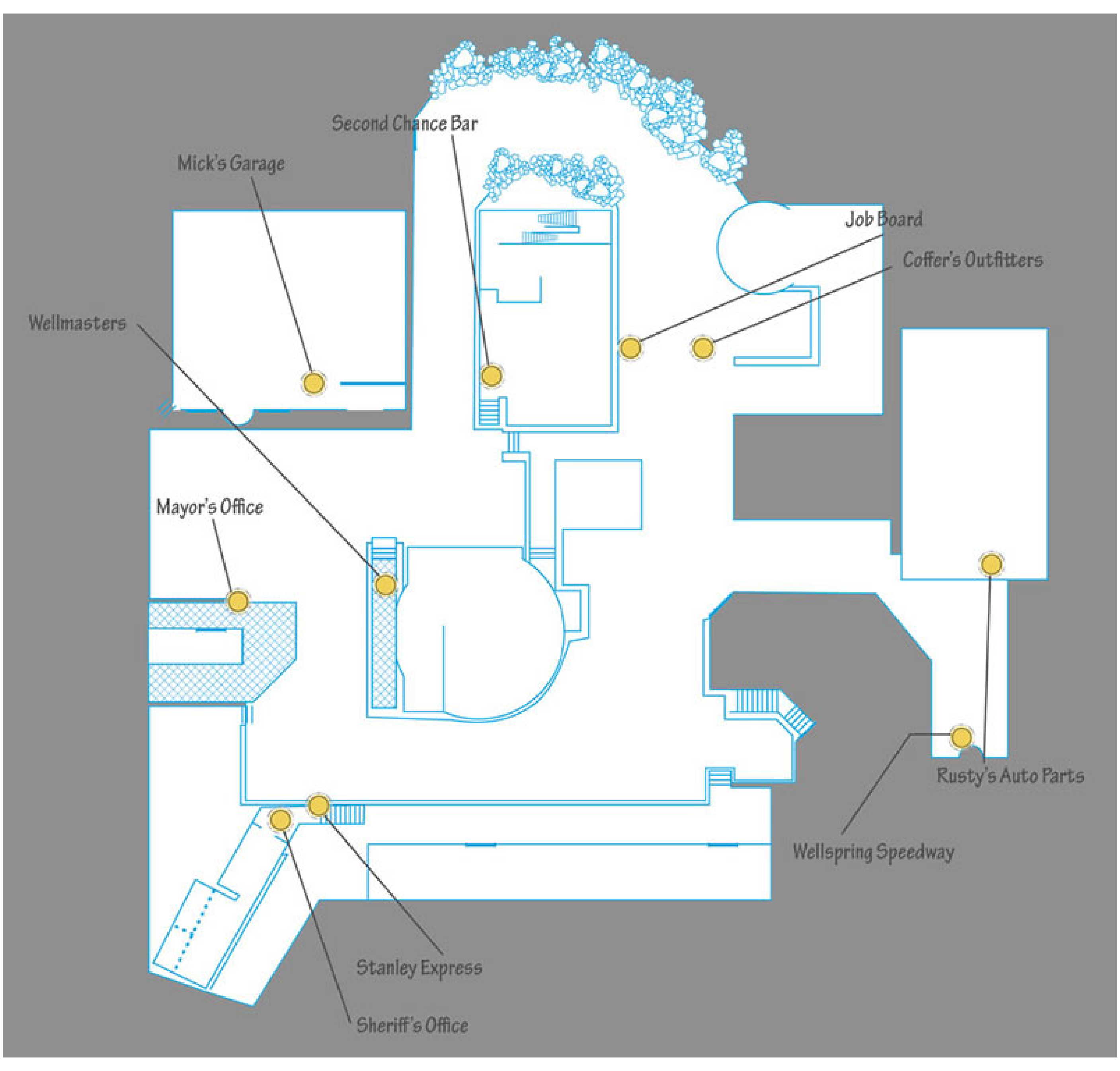
New Objectives:

- Talk to the Wellspring Guard
- Enter Wellspring



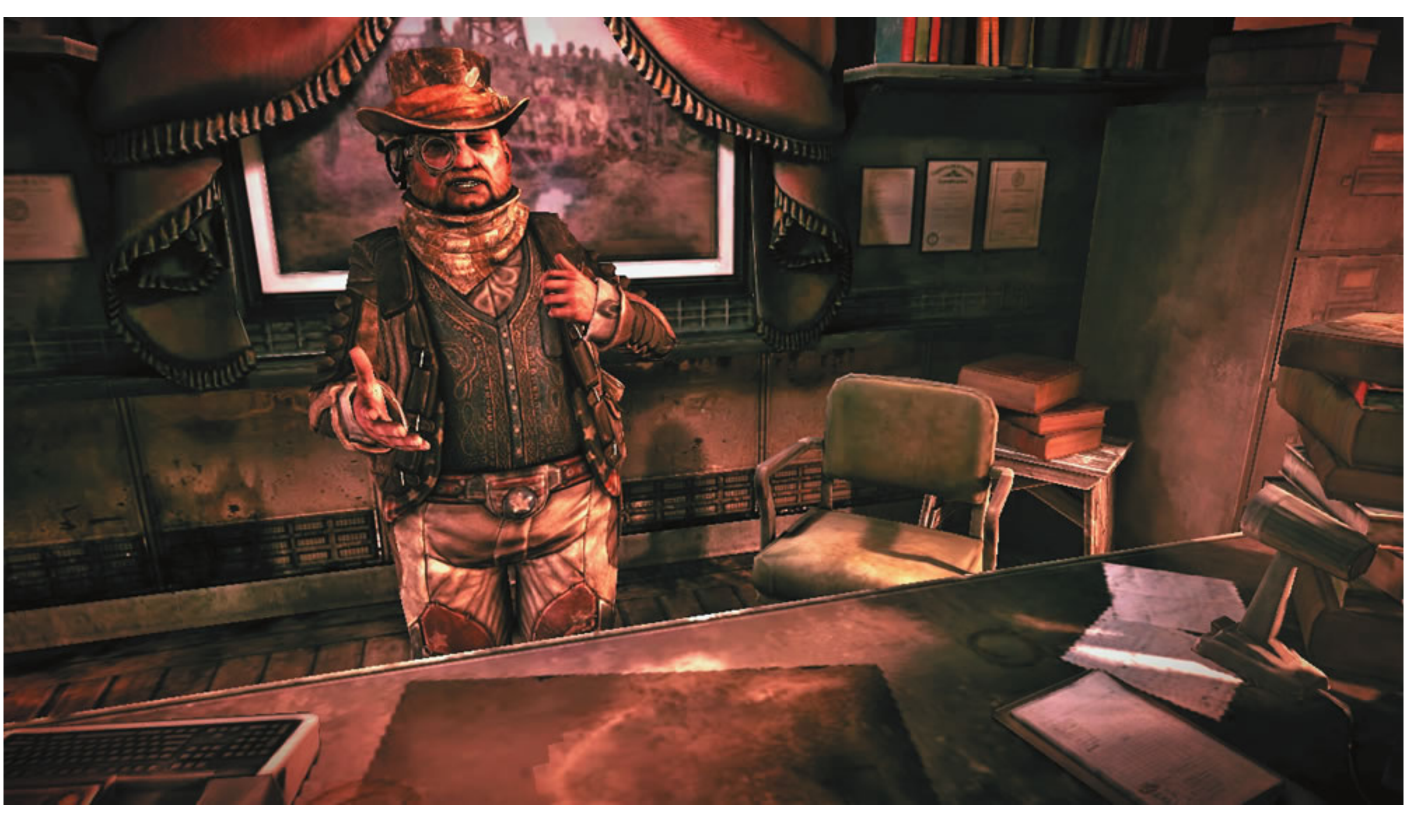
Continue to Wellspring and park your Dune Buster outside the main gate. Before you can get inside, you must speak to Solomon, the guard standing outside. Solomon speaks with Mayor Clayton over an intercom to approve your entry. The Mayor seems eager to see you. But before Solomon lets you inside, he has some advice. He tells you to keep to yourself. The inhabitants of Wellspring aren’t very trusting of strangers. You’ll need to earn their respect. You’re now free to enter Wellspring. Interact with the rusty metal door to the left of Solomon to step inside....

Wellspring



New Objectives:

- Locate the Mayor’s Office
- Give Mayor Clayton Dan’s Message

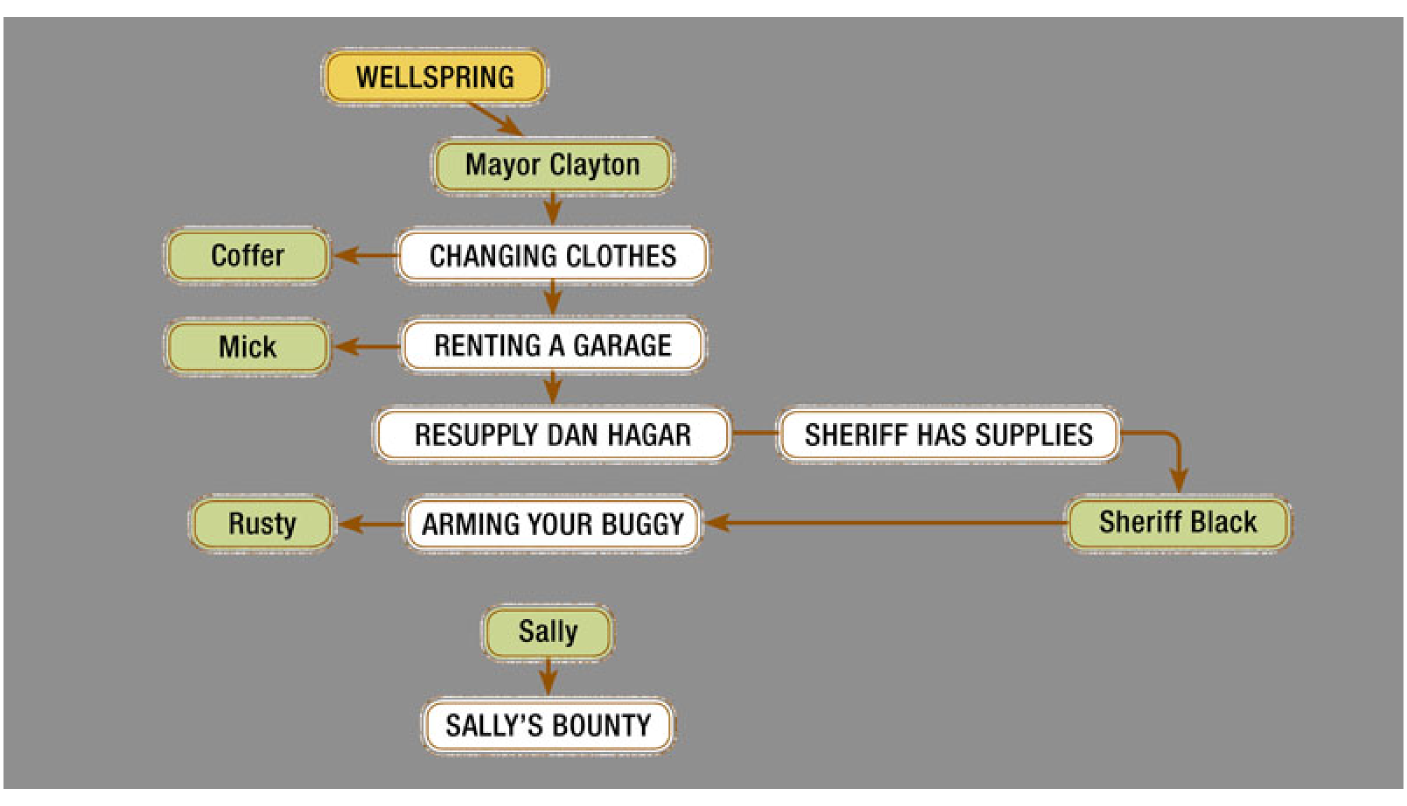


You’ve made it to Wellspring. Notice how your weapons are stowed—you won’t need them here. This is one of the few places in the Wasteland where you can let your guard down. Although the inhabitants may be suspicious of you, none of them pose a threat. The folks of Wellspring are eager to take your money, though. You can purchase a variety of goods and services here. There are also opportunities to wager your money on minigames. Before exploring this large settlement, take care of business. From the gate’s entrance, Mayor Clayton’s office is to the right. If you get lost, just ask Rajko—he’ll point you in the right direction. Open the door to the Mayor’s office and approach his desk. Mayor Clayton welcomes you to Wellspring. The Mayor is clearly proud of his little town, making note of its distance from the nearest Authority outpost. Interact with the Mayor when he asks to see Dan’s letter. Mayor Clayton agrees to gather the supplies Dan needs, but it will take some time. In the meantime, you’re welcome to stay in Wellspring. . .as long as you find some new clothes.

Tip

You can pick up the Vault Boy Bobblehead on the corner of Mayor Clayton’s desk. This is one of three bobblehead collectibles you can find in the Wasteland. Bobbleheads serve no real purpose, but you can sell them. This one is worth $150. Sell it to Halek back at the Hagar Settlement or Coffer here in Wellspring.

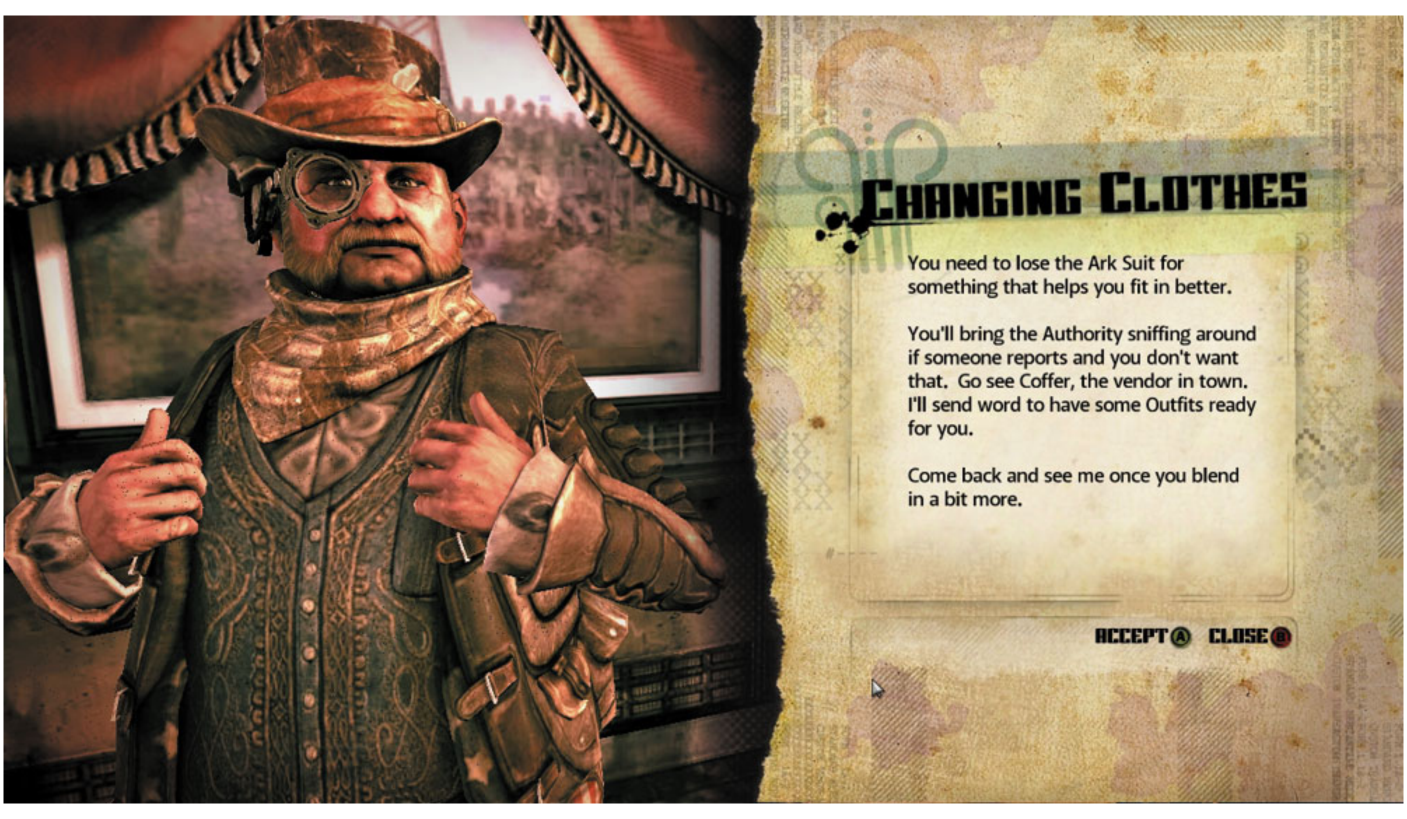
Mission Flowchart Part 02



Wasteland

Changing Clothes

Mayor Clayton



You need to lose the Ark Suit for something that helps you fit in better.

You'll bring the Authority sniffing around if someone reports and you don't want that. Go see Coffer, the vendor in town. I'll send word to have some Outfits ready for you.

Come back and see me once you blend in a bit more.

Objective: Get some new armor

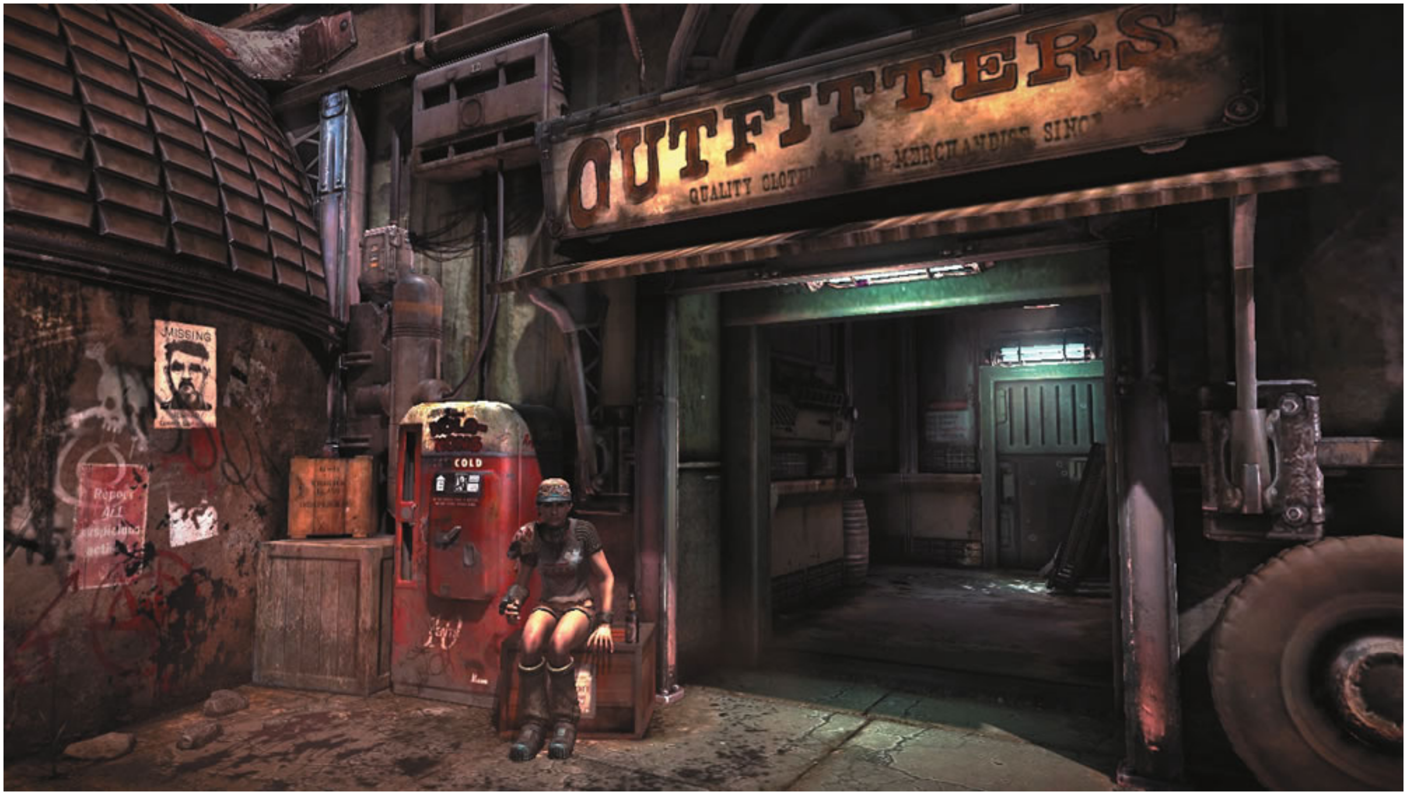
You need to lose the Ark Suit for something that will help you fit in better.
You'll bring the Authority sniffing around if someone reports you and you don't want that. Go see Coffer, the vendor in town. I'll send word to have you some outfits ready for you.

Come back and see me once you blend in a bit more.

Provided Equipment: None

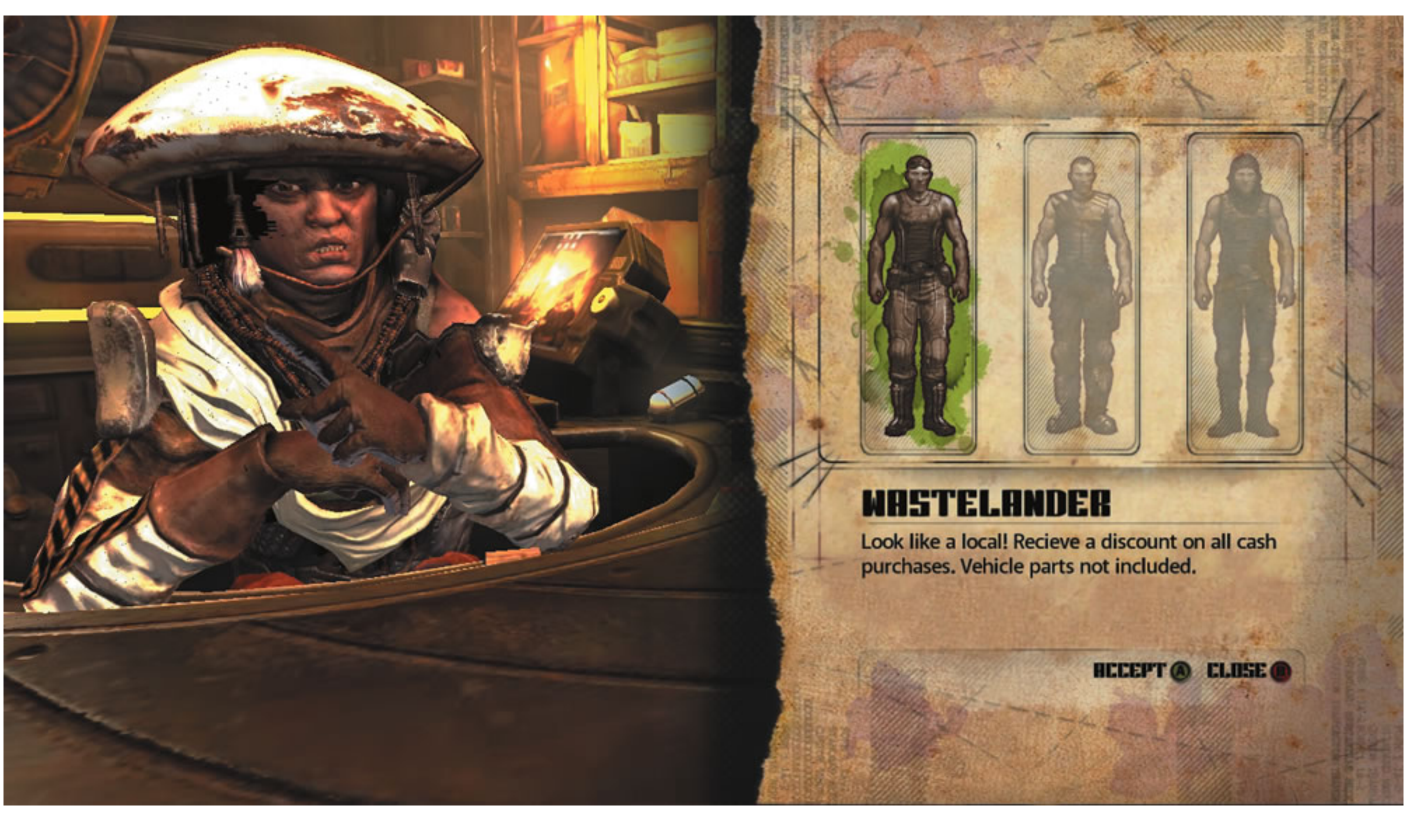
Reward: None

New Objective: Find the Outfitter's



Before you get too comfortable in Wellspring, Mayor Clayton suggests finding a change of clothes. Your Ark Suit makes you stick out, potentially drawing attention from the Authority—nobody wants that. Once you're finished speaking with the Mayor, exit his office and return to the street. At the Second Chance Bar, hang a left and pass through a short tunnel. As you exit the tunnel, turn to the left to spot Coffer's Outfitter shop. Ginny, a young woman, is seated next to a soda vending machine outside. She's surprised to see someone in an Ark Suit. She warns you to be careful—Ark dwellers fetch big rewards from the Authority. But fortunately for you, she hates the Authority more than she needs money. Now head inside and find yourself a new outfit.

New Objective: Select your new armor



Look like a local! Recieve a discount on all cash purchases. Vehicle parts not included.

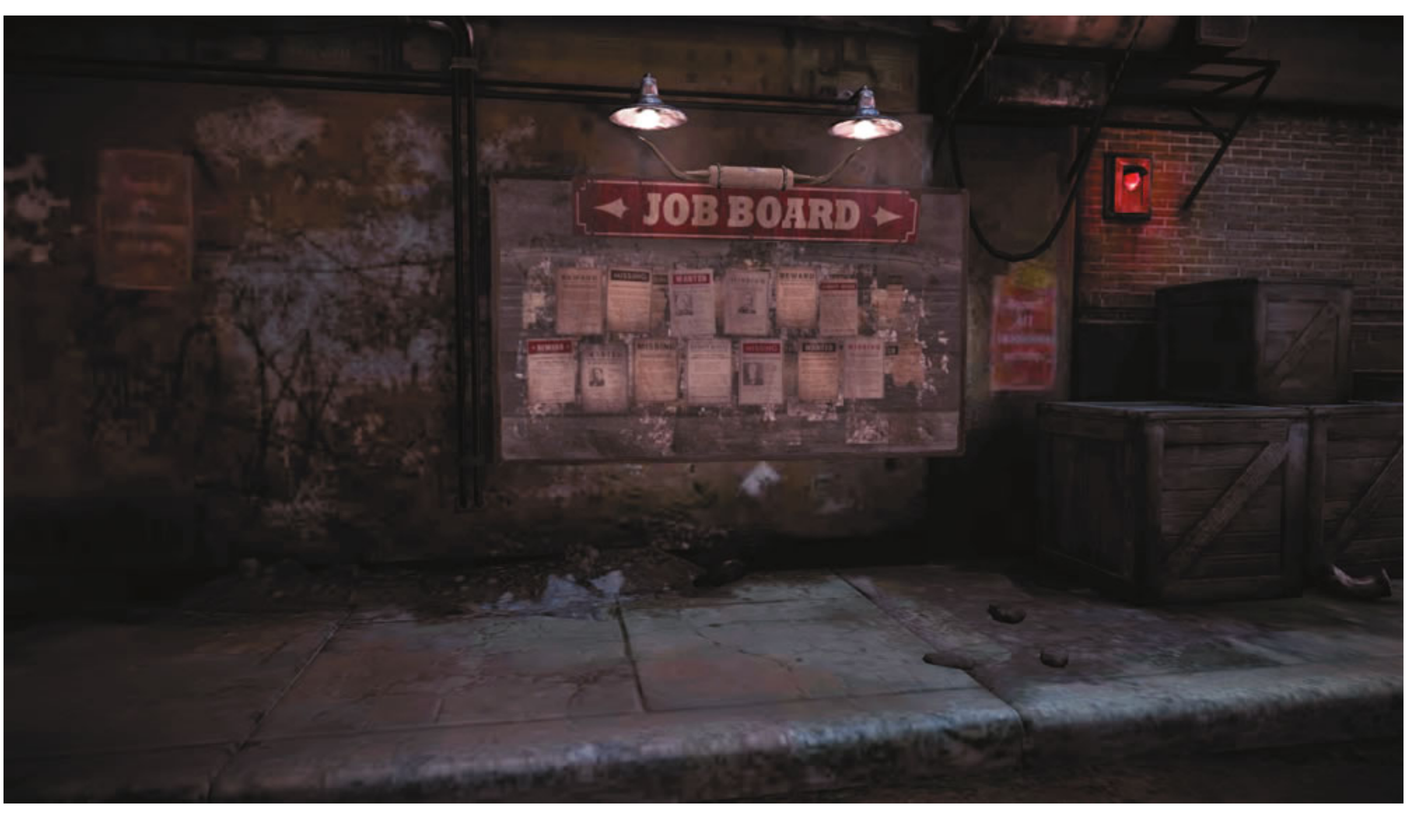
Coffer, the proprietor of the shop, is seated behind a counter. He's a peculiar man wearing an odd hat. Like Halek, Coffer offers a variety of supplies, ingredients, and ammo in his shop. But before you buy anything from him, you must choose your armor. This is a very important decision that can greatly impact the rest of the campaign. You have three armor options to choose from, each with its own perk. The Wastelander option gives you a slight discount when purchasing non-vehicle items in shops. Roughneck armor increases the amount of damage you can take before dying. The Fabricator armor enhances some objects that you build. Your decision here largely depends on your style of play. If you don't plan on scouring the Wasteland for tons of junk to sell, the Wastelander option might be a good choice. If you're playing the game on an advanced difficulty level, the Roughneck armor is always a good choice. Maybe you just want to enhance items that you build. In that case, choose the Fabricator option. Don't take your armor decision lightly. The armor you choose now is the armor you wear for the remainder of the campaign, so consider saving the game prior to making this decision. You may want to come back and try out different armors.

Armor Options

ICON	NAME	DESCRIPTION
<	Wastelander	Look like a local! Receive a discount on all cash purchases. Vehicle parts not included.
<	Roughneck	Roughnecks are rugged! Increase your protection from all the stuff that hurts. Vehicles not included.
	Fabricator	Build stuff like a pro! Enhance most of the cool things you engineer. Pocket protector not included.

Note

If you purchased the Limited Edition or the Anarchy DLC pack, there is a fourth armor option available. The Crimson Elite Armor combines all the benefits of the other armor types into one powerful (and stylish) suit. This gives you the discount on cash purchases and increased protection, as well as enhanced engineering items.



Note

Directly across from Coffer's shop is a Job Board. Here you can select some side jobs, each with different objectives and payouts. These jobs are a good way to earn a little extra cash, but are not part of the campaign's critical path. For more information on the jobs provided here, flip ahead to the next chapter.

New Objective: Return to Mayor Clayton

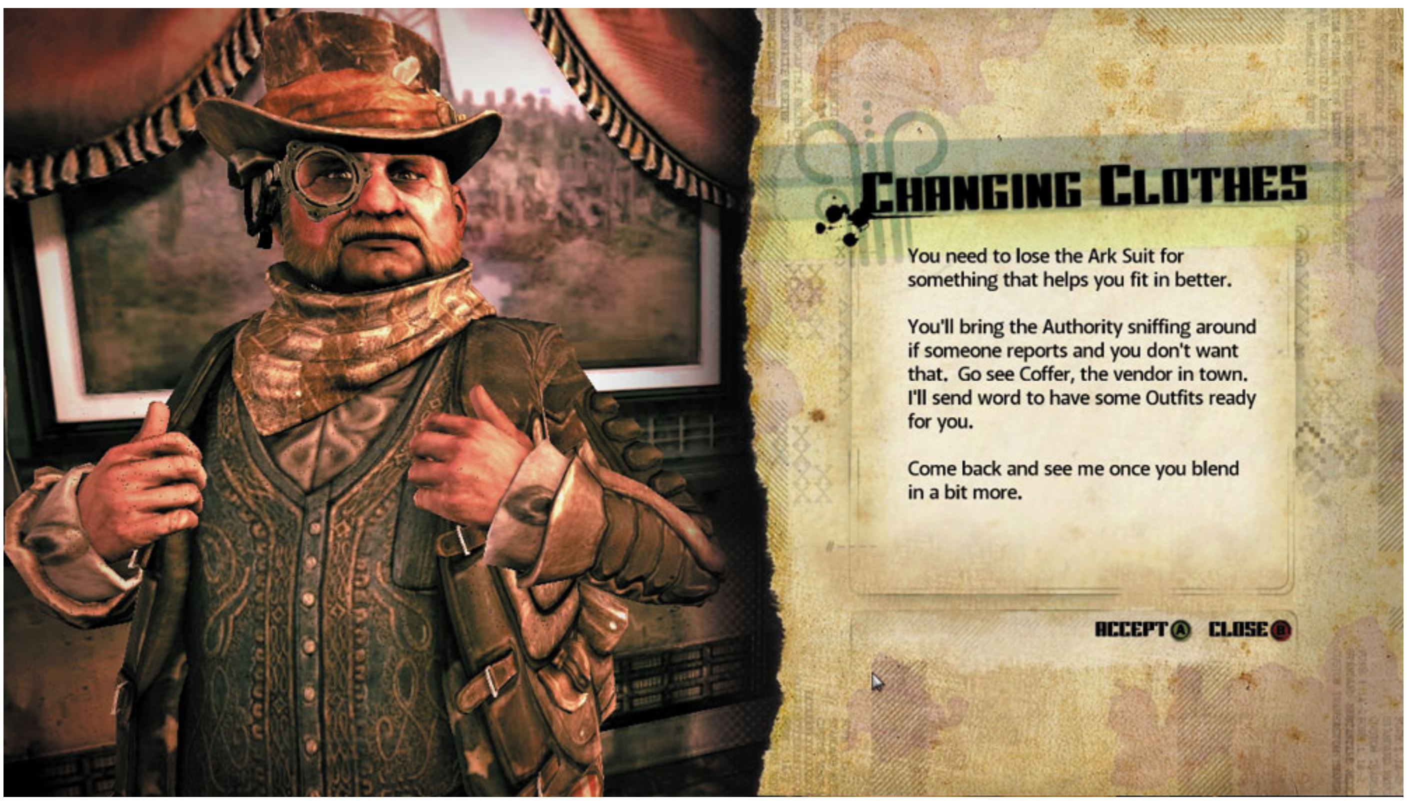
Changing Clothes
COMPLETED
Mayor Clayton

Once you've chosen your armor, head back to Mayor Clayton's office to show off your new threads. Regardless of which armor you've picked, Mayor Clayton is relieved to see you in anything other than that Ark Suit. But he's not quite ready to let you run free in his town. . .

Wasteland

Renting a Garage

Mayor Clayton



CHANGING CLOTHES

You need to lose the Ark Suit for something that helps you fit in better.

You'll bring the Authority sniffing around if someone reports and you don't want that. Go see Coffer, the vendor in town. I'll send word to have some Outfits ready for you.

Come back and see me once you blend in a bit more.

Objective: Rent space in Mick's garage

You need a place to park your vehicles.

Go see Mick about renting a space. You can find him in the garage across from my office. He's sure to have a special deal for you.

Once you've seen Mick, go visit Sheriff Black upstairs in the jail.

Provided Equipment: None

Reward: None

New Objectives:

- Find the garage in Wellspring
- Rent garage space from Mick

Mick's garage is located directly across the street from Mayor Clayton's office. Mick has a good deal for you. If you let him do all the repairs on your vehicles, he'll give you garage space at no extra charge. He also notices you have a Tow Truck Radio. If you find yourself stuck in the Wasteland, you can call Mick for a tow back to Wellspring. After talking to Mick, turn to the door on the left to access your garage. This opens a new screen, allowing you to view and customize your vehicles. Here you find your Jetter (ATV) and Dune Buster. You currently have no vehicle parts, so your options are limited at the moment. But if your vehicles have sustained any damage, Mick can fix them for a small fee—the more damage, the more it costs to repair. To get back to Wellspring,

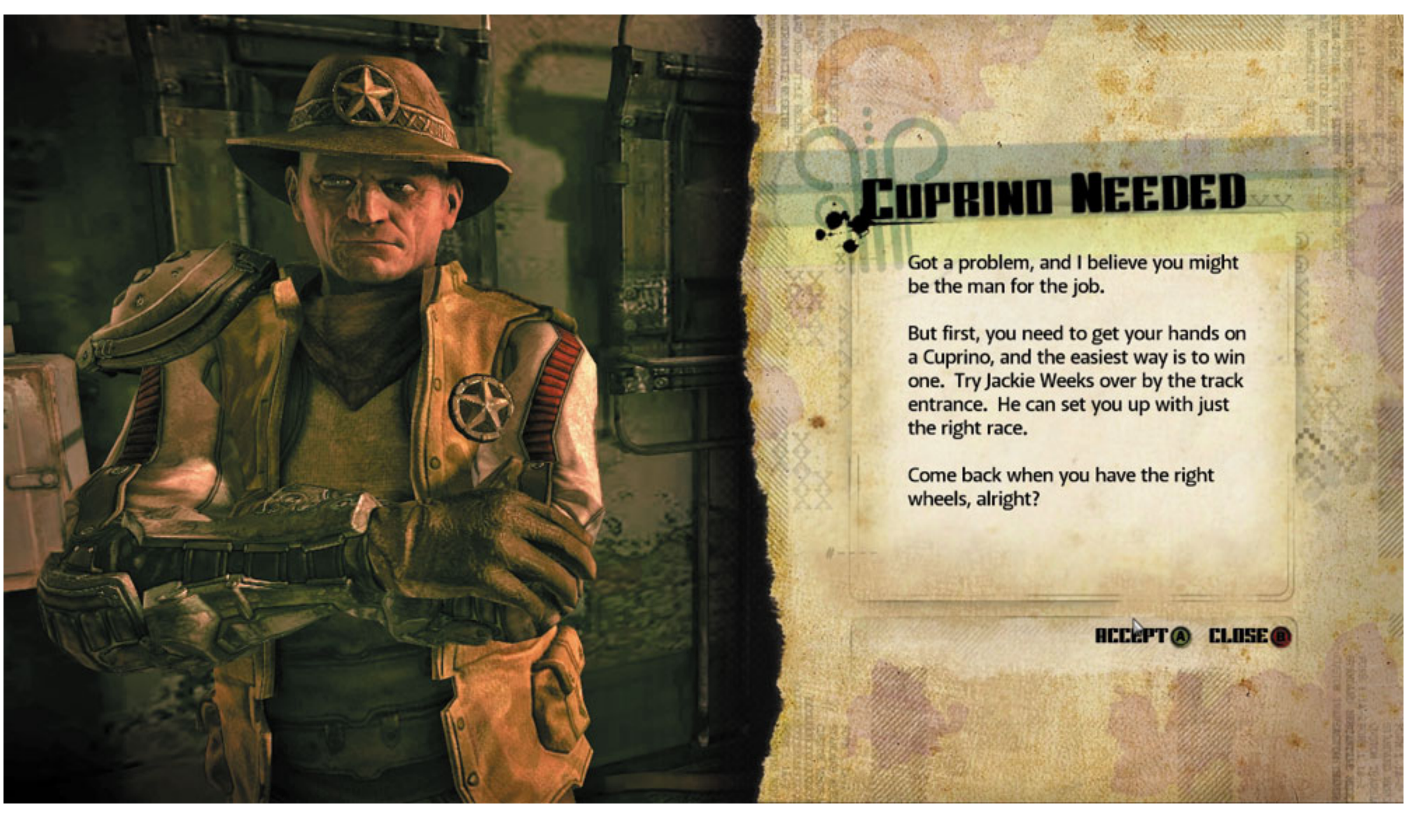
New Objectives:

- Locate the Sheriff's office
- Meet Sheriff Black

Now that you've acquired garage space, go find Sheriff Black. Turn left out of Mick's garage and pass through the tunnel. Pass the Outfitter's and keep going straight to the end of the street. Climb the short set of steps at the end of the street and then turn right. The Sheriff's office is located at the top of a steep set of stairs—follow the sign. Open the door to the office and approach Sheriff Black's desk. The Sheriff is a gruff man, and somewhat suspicious of your presence. He's not about to let you take a load of supplies to Dan's until you've armed your Dune Buster.

Arming your Buggy

Sheriff Black



CUPRINO NEEDED

Got a problem, and I believe you might be the man for the job.

But first, you need to get your hands on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

Objective: Acquire weapons for your buggy.

Let me guess. You're the stranger that Clayton says is taking the stuff to Dan's place?

I'm afraid that isn't going to happen quite so easily. No way I'm sending any supplies in an unarmed buggy. Get some firepower, and then you can take Dan his supplies. See Rusty by the track entrance. He can get you set up with some guns.
Come back and see me whenever you have some guns on your buggy.

Provided Equipment: None

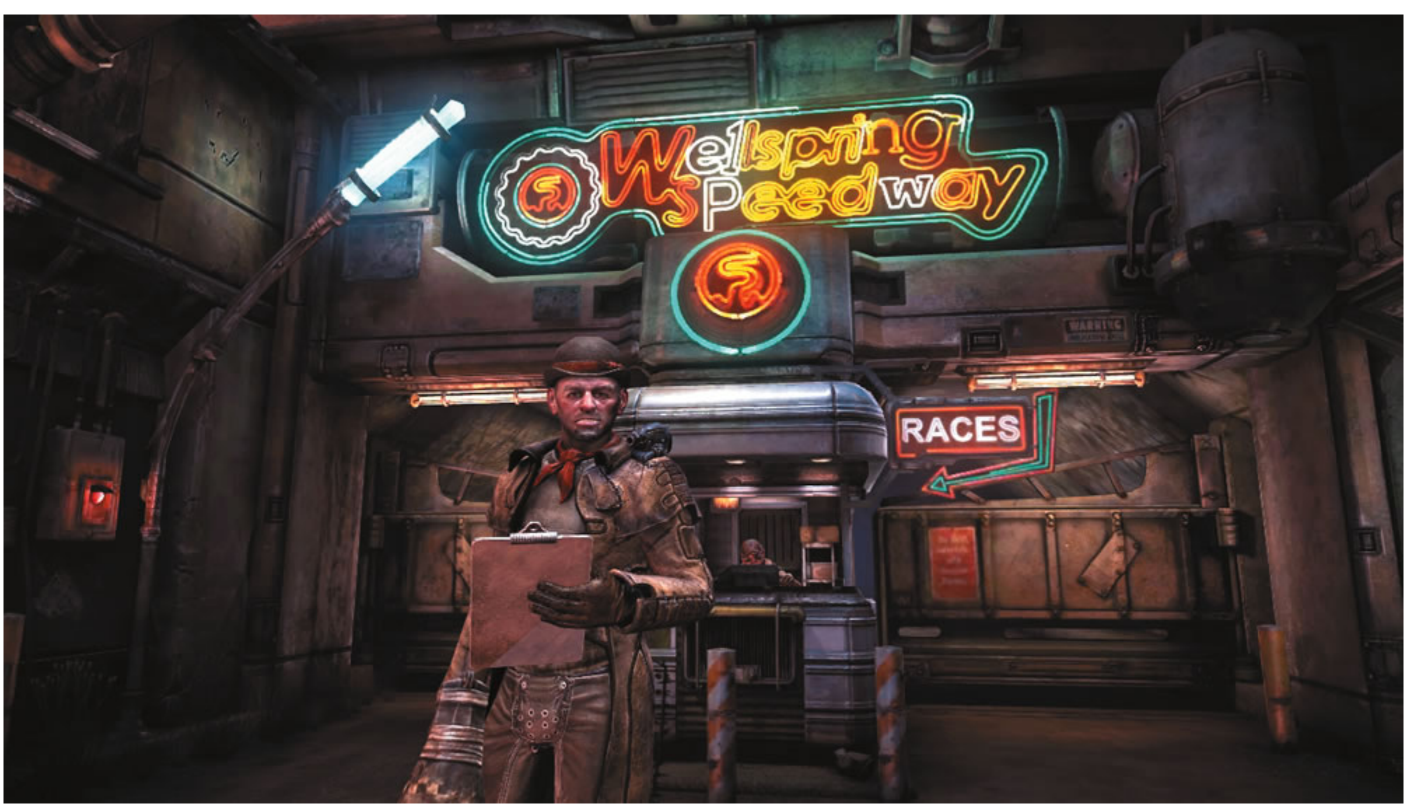
Reward: None

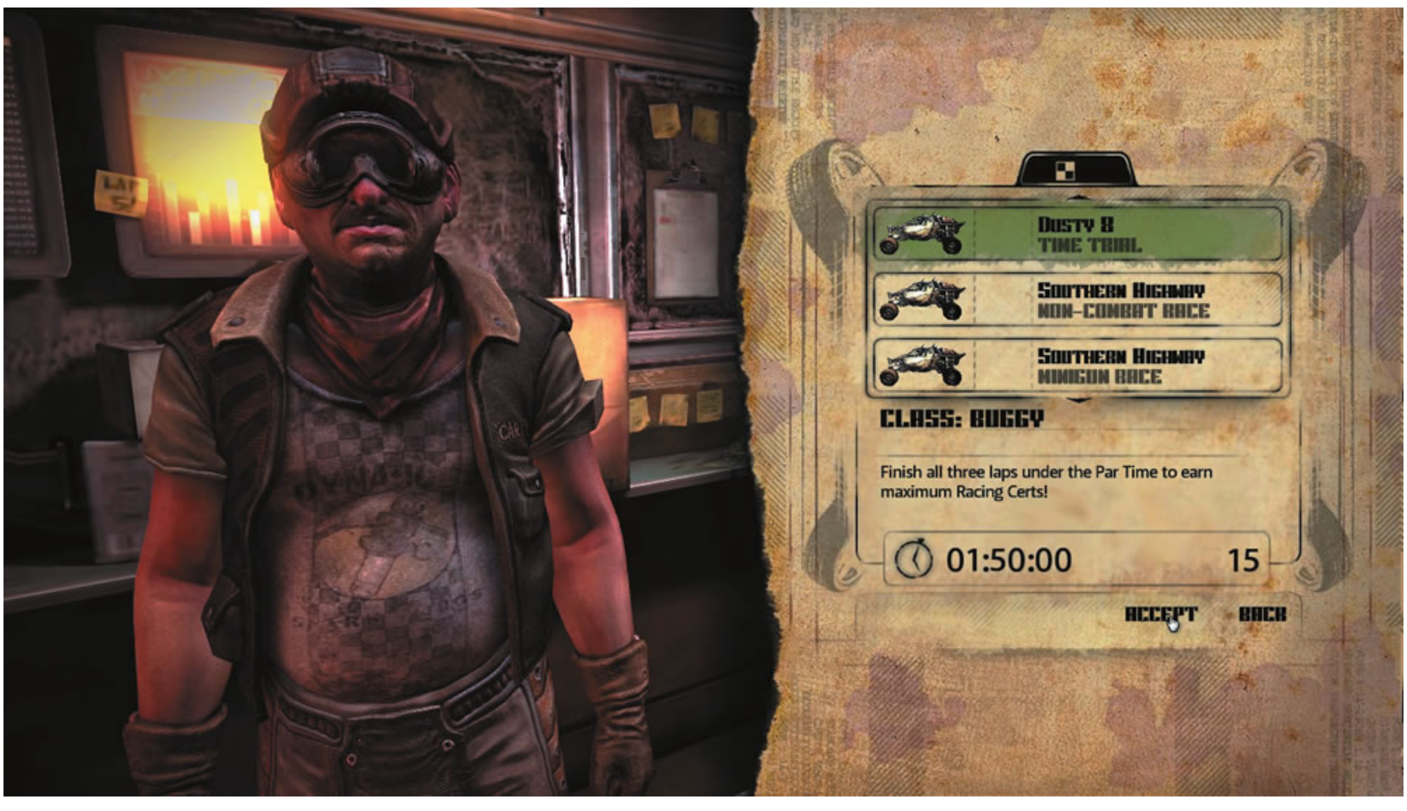
New Objective: See Rusty by the race track entrance

MIXOM MODEL A-2575

Exit the Sheriff's office and return to the main street. Before you reach the Outfitter's, take a right at the intersection—Rusty's shop is straight ahead. Rusty would be glad to sell you some weapons, but he only accepts racing certificates as payment for vehicle upgrades and parts. Racing certificates can be earned by winning races or by destroying bandit vehicles in the Wasteland as part of the Sally's Bounty job. Rusty suggests talking to Jackie Weeks. He runs the races here in Wellspring and is always looking for new racers.

New Objective: Win enough races to afford some buggy weapons





DUSTY 8	TIME TRIAL
SOUTHERN HIGHWAY	NON-COMBAT RACE
SOUTHERN HIGHWAY	MINIGUN RACE

CLASS: BUGGY

Finish all three laps under the Par Time to earn maximum Racing Certs!

01:50:00 15

From Rusty's shop, turn to the right and approach the man standing on a short wooden platform—this is Jackie Weeks. Jackie is happy to see a new face and immediately offers you the chance to earn some racing certificates. All you have to do is enter one of his races. Jackie tells you to check in with Slim, located in the booth behind him, to enter races. Talk with Slim in the booth to browse through the races available to you. Currently, you can only compete in the Beginner's Luck circuit. For your first race, choose the Dusty 8. This is a relatively easy time trial. Once you've selected the race, you're immediately taken to the track and assigned a buggy.

Dusty 8

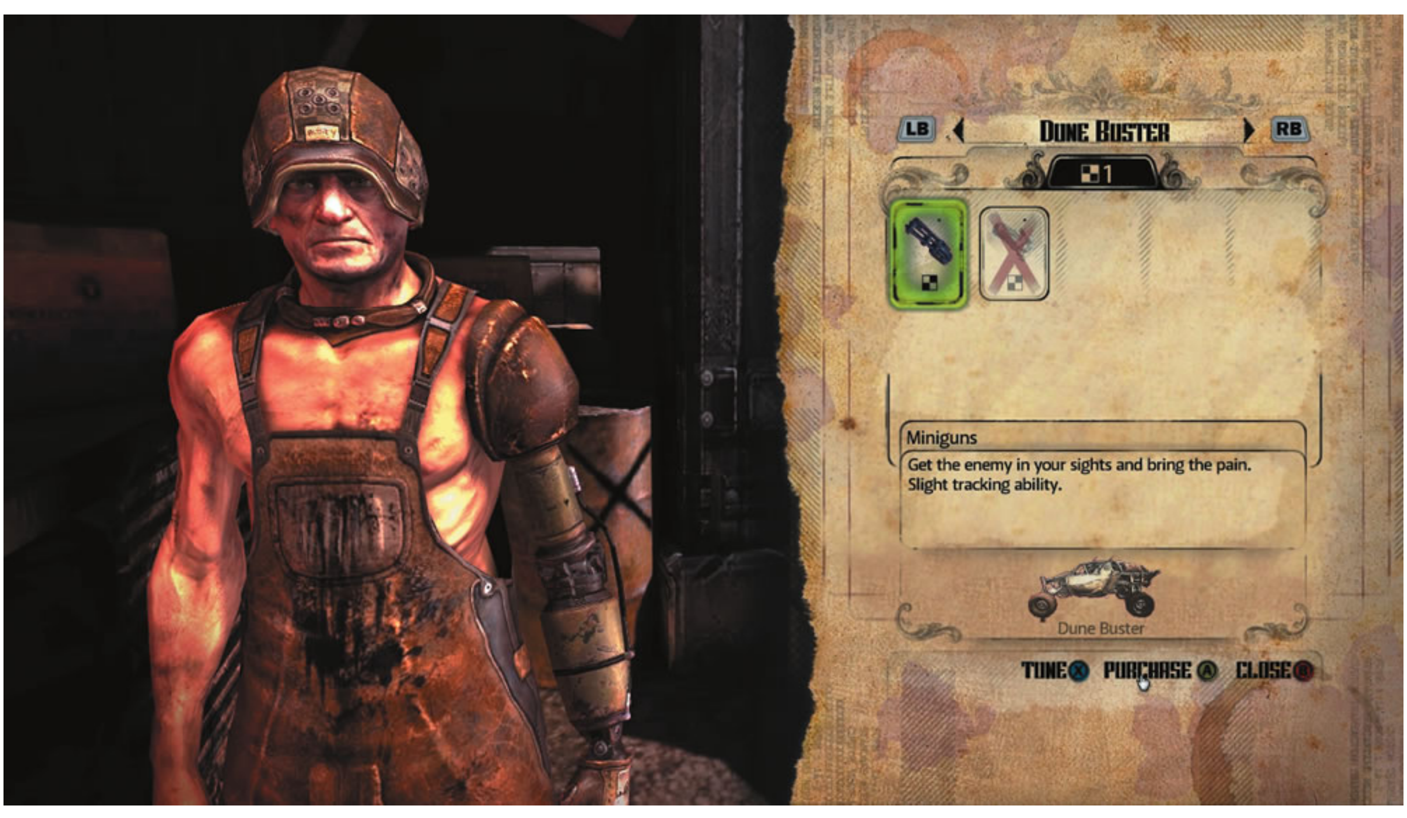
New Objective: Finish all three laps under the par time to earn maximum racing certs

00:13:13
00:13:13
1/3

For this race, you must complete three laps under the par time. As a time trial, there are no other vehicles on the track that you have to worry about. Simply race as fast as you can, making full use of the buggy's boost feature. The track is littered with blue colored tank pick-ups. When you drive over or near these pick-ups, they replenish your boost meter. Using these pick-ups, try to keep boost active as long as possible. But don't forget to lay off boost when making tight hairpin turns. Entering a turn with too much speed can result in a spectacular crash, costing you precious time. While your vehicle can sustain heavy damage, it may take several seconds for the buggy to right itself if it flips over. If you manage to deploy boost effectively and limit crashes, you'll have no problem beating the par time, earning one racing certificate.

New Objectives:

- Use your racing certs at Rusty's to buy some buggy weapons
- Return to Sheriff Black



Miniguns

Get the enemy in your sights and bring the pain. Slight tracking ability.

Following the Dusty 8 time trial, head back to Rusty's shop to buy some weapons for your buggy. Rusty offers a variety of vehicle supplies including Shields, Drop Mines, and Hover Turrets. All vehicle supplies can be purchased with cash. However, everything else in Rusty's shop must be bought with racing certificates. Cycle to the Dune Buster tab at Rusty's shop and purchase a pair of Miniguns for your buggy. The dual Miniguns are automatically installed on your Dune Buster and come with 800 rounds of Minigun Ammo. Extra ammo can be purchased from Rusty or Coffer.

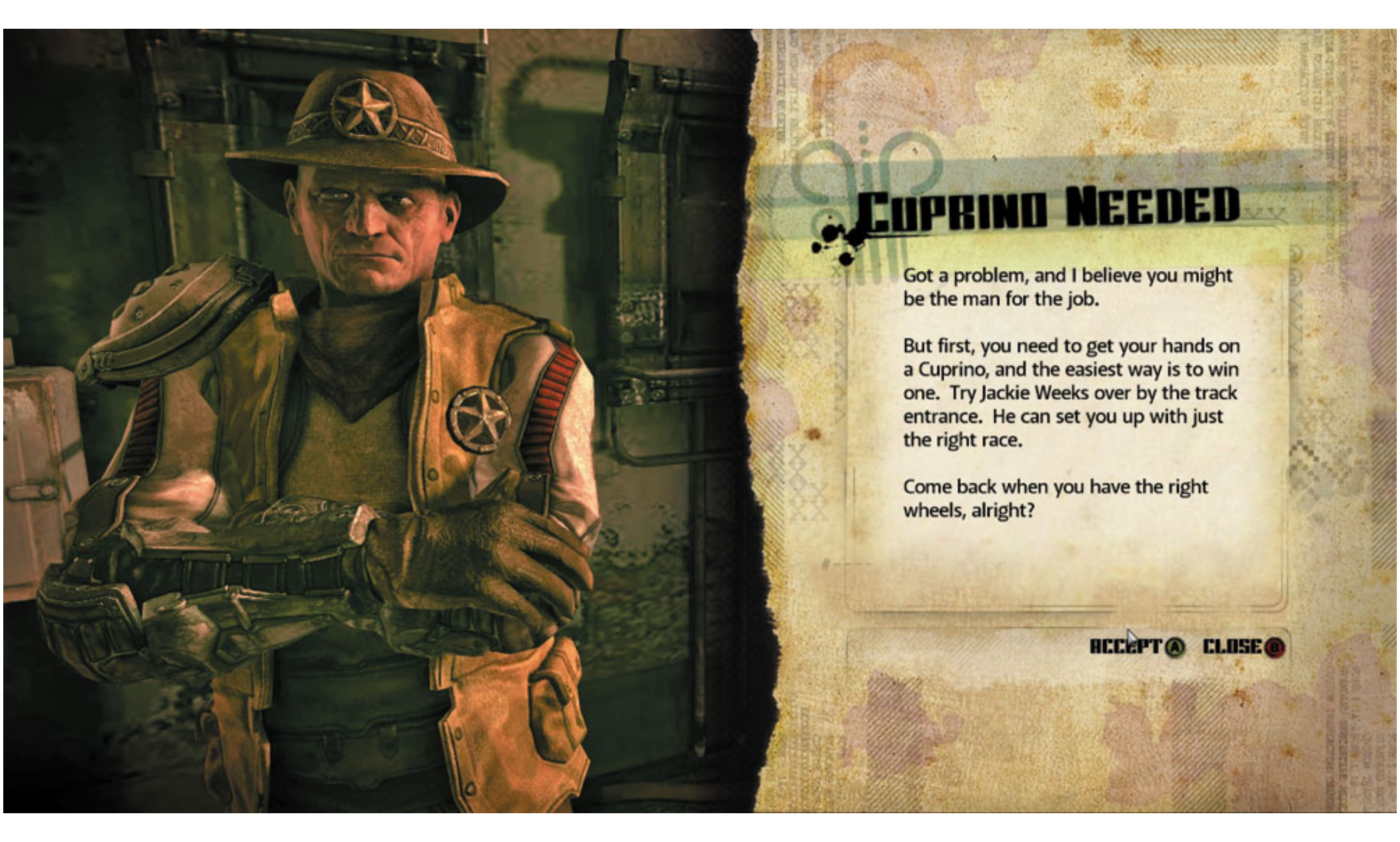
> While visiting Rusty, consider buying some extra Minigun Ammo, as well as some Shields, Drop Mines, and other vehicle supplies. The Wasteland is a dangerous place and these items will help you fend off attacks by bandits.

Wasteland

Resupply Dan Hagar

- **JOBS**
  - Resupply Dan Hagar
  - Sally's Bounty

Sheriff Black



CUPRINO NEEDED

Got a problem, and I believe you might be the man for the job.

But first, you need to get your hands on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

Objective: Take the supplies to Dan

I heard you got some guns for your buggy.

Now that you can defend yourself, drive these supplies back to Dan at the Hagar Settlement. He will be waiting for you.

Hurry up, and get those supplies back to Dan.

Provided Equipment: None

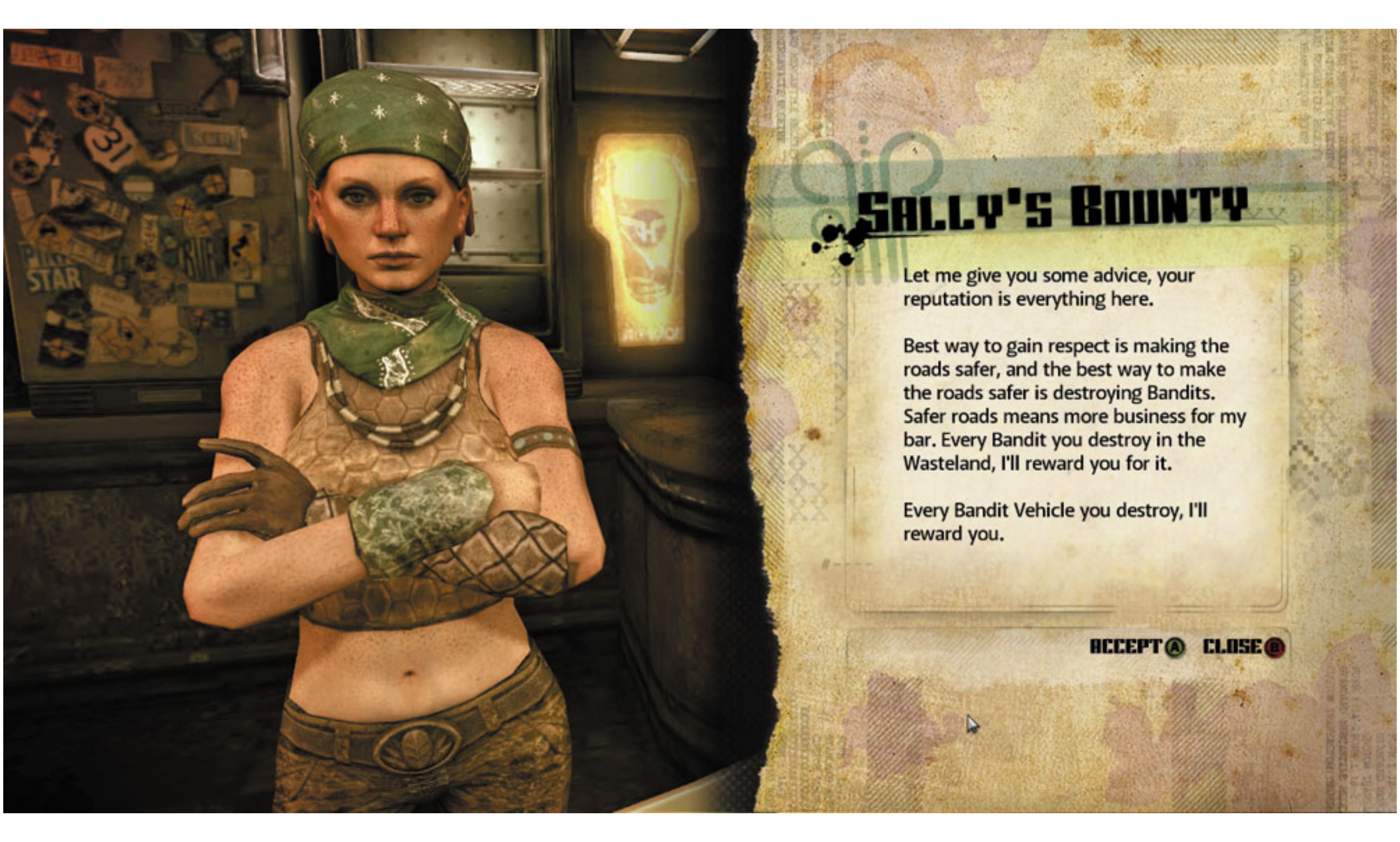
Reward

ICON	ITEM	QUANTITY
	Striker Crossbow	1
	Steel-Tipped Bolts	6

New Objective: Drive back to the Hagar Settlement

Now that your Dune Buster is equipped with weapons, head back to Sheriff Black's office. He has Dan's supplies ready and sitting on his desk. You can finally make the trip to the Hagar Settlement. But before leaving town, stop by the Second Chance Bar. The bar's owner, Sally, has a business proposition for you.

Sally's Bounty



SALLY'S BOUNTY

Let me give you some advice, your reputation is everything here.

Best way to gain respect is making the roads safer, and the best way to make the roads safer is destroying Bandits. Safer roads means more business for my bar. Every Bandit you destroy in the Wasteland, I'll reward you for it.

Every Bandit Vehicle you destroy, I'll reward you.

Objective: Take out bandit vehicles

Let me give you some advice: your reputation is everything here.

Best way to gain respect is by making the roads safer, and the best way to make the roads safer is by destroying bandits. Safer roads means more business for my bar. Every bandit you destroy in the Wasteland, I'll reward you for it.

Provided Equipment: None

Reward

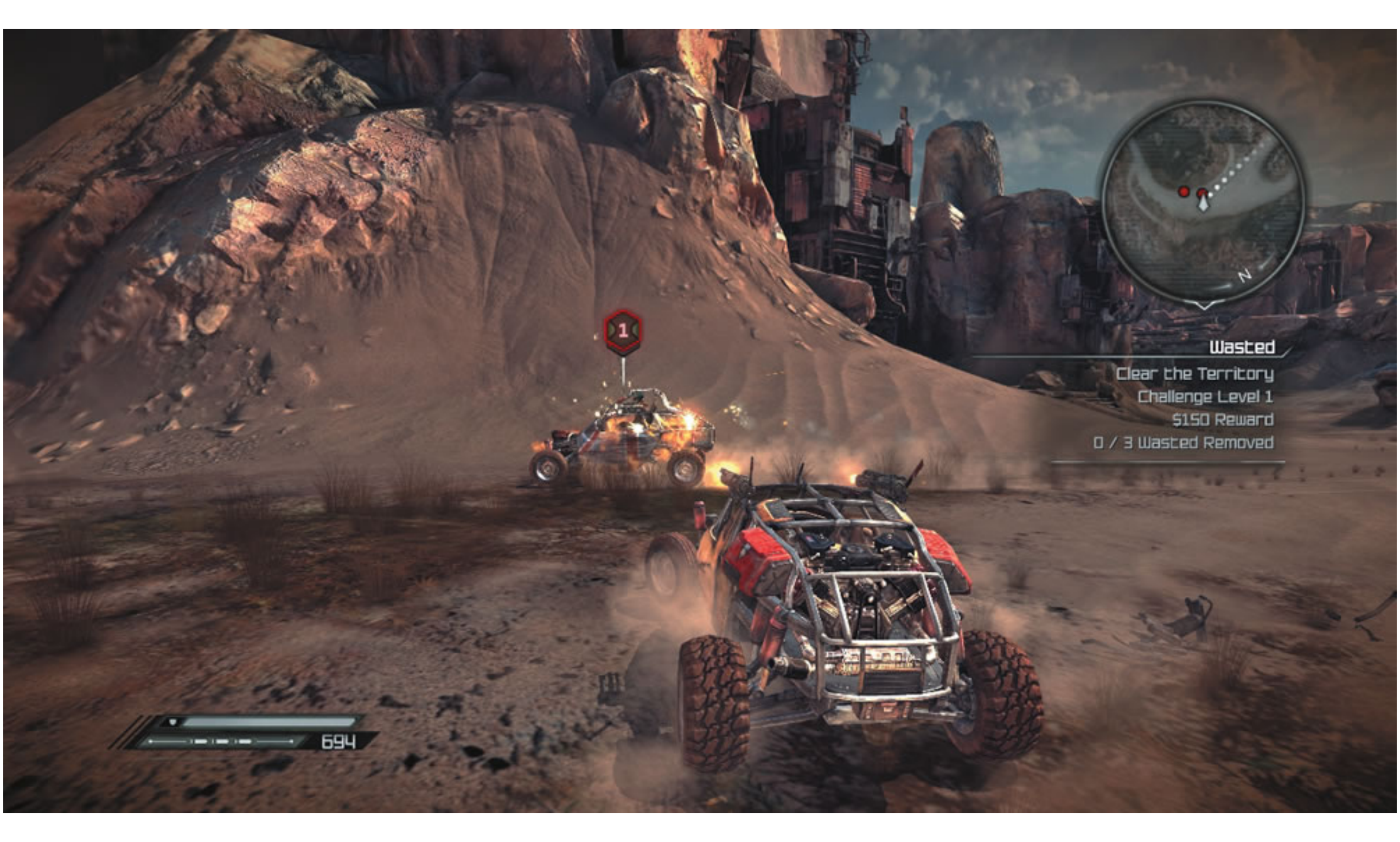
ICON	ITEM	QUANTITY
	Dollars	10*
	Racing Certificate	1*

* = per bandit vehicle destroyed

The Second Chance Bar is filled with colorful characters. But the constant presence of bandits on the roads outside has put a serious dent in business. Sally, the bar's owner, hopes you can help. She's offered to pay you for every bandit vehicle you destroy. You're bound to encounter hostile vehicles in your adventures through the Wasteland, so you might as well make some money for taking them out. Agree to Sally's terms before heading back to the Hagar Settlement. Sally's Bounty is a continuing side job that rewards you throughout the campaign. Sally pays $10 and one racing certificate for every bandit vehicle you destroy, but you must return to her bar to receive payment. Make a habit of visiting Sally each time you return to Wellspring to collect your rewards.

Note

Want to wager some money? Visit Abbott or Hendrick in the Second Chance Bar. Abbott will take you on in a game of five-finger fillet while Hendrick will attempt to take your money in a customizable card game. For more information on these mini-games, see the next chapter.



Now that you've agreed to help out Sally, head to Mick's garage and set out into the Wasteland in your Dune Buster, now armed with Miniguns. When you're ready to leave, choose the Exit option from the garage menu, then select Wasteland as your destination. Once your Dune Buster is outside Wellspring's main gate, race toward the Hagar Settlement. As you near the barricade, you come under attack by three bandit vehicles. This is the first of many bandit groups you must destroy to earn payment from Sally. If you purchased Shields from Rusty, deploy them to avoid taking damage. Shields temporarily place a blue force field around your vehicle, absorbing all damage. The Dune Buster's Miniguns always face forward, so you must be facing your target before you can hit it. Once a target is acquired, a hexagonal icon appears above the enemy vehicle. At this point your weapons are locked on to the vehicle, so open fire. Instead of trying to engage all the enemy cars at once, focus on one vehicle at a time. It's best to chase your targets, as they have no rear-facing weapons with which to defend themselves. But the same goes for you, so if a bandit is on your tail, deploy Shields or a Drop Mine until you can gain a more advantageous position. Once all three bandit vehicles are destroyed, you're automatically awarded $150. Continue your journey to the Hagar Settlement.

Tip

By now you've probably noticed a few hovering drones just above the Wasteland's roadways—the blue thruster makes them easy to spot. These drones mark jumps. The idea is to launch your vehicle off a jump, hitting the drone in mid-air with your vehicle. If you pull off the stunt, you'll be rewarded with cash. There are a total of 18 jumps scattered throughout the game. Complete them all to unlock the Jumper achievement/trophy. All the jumps are shown on the Wasteland maps, but pulling them off isn't always obvious. For detailed information on each jump, flip ahead to the next chapter.

New Objectives:

- Give the Supplies to Dan
- Grab the Striker Crossbow from the wall

Park your Dune Buster in Durar's garage—he can fix any damage done to your Dune Buster for a fee. Now look for Dan where you left him earlier. Dan is happy to see you, and is amused by your new outfit. Interact with Dan to hand over the supplies. Dan is so appreciative of your help that he gives you one of his prized possessions—his Striker Crossbow. This is a powerful and stealthy weapon, ideal for dispatching bandits and mutants without drawing much attention to yourself. But now for some bad news. Dan says Authority patrols have been spotted not far from the settlement. Apparently they've gotten word of an Ark survivor in the area. Dan suggests heading back to Wellspring until things calm down.

Wellspring Bound

New Objectives:

- Head back to Wellspring

Dan has no more work for you. But before leaving the Hagar settlement, stop in to see Halek. First of all, sell Halek any Small Objects you have accumulated. This stuff is just junk and serves no useful purpose. If you want, you can even sell Halek that Vault Boy Bobblehead you picked up in Mayor Clayton's office. After selling all your junk, you should have more than enough money to purchase the Assault Rifle he's selling for $325. The Assault Rifle is one of the most versatile weapons at your disposal. The weapon is also a favorite of bandits, meaning it's easy to find ammo for it. Speaking of ammo, go ahead and buy some Steel AR Rounds for the Assault Rifle while you're here. Also, now's a good time to stock up on Wingsticks.

Now that you're well stocked, hop in your Dune Buster and return to Wellspring. Along the way you may come under attack by more bandits. Feel free to take them out for a little extra cash, or simply outrun them using boost. When you get back to Wellspring, Mick says Mayor Clayton and Sheriff Black are looking for you—they both have jobs for you. It doesn't matter who you see first. For the purpose of this walkthrough, Mayor Clayton's jobs are covered first.

Tip

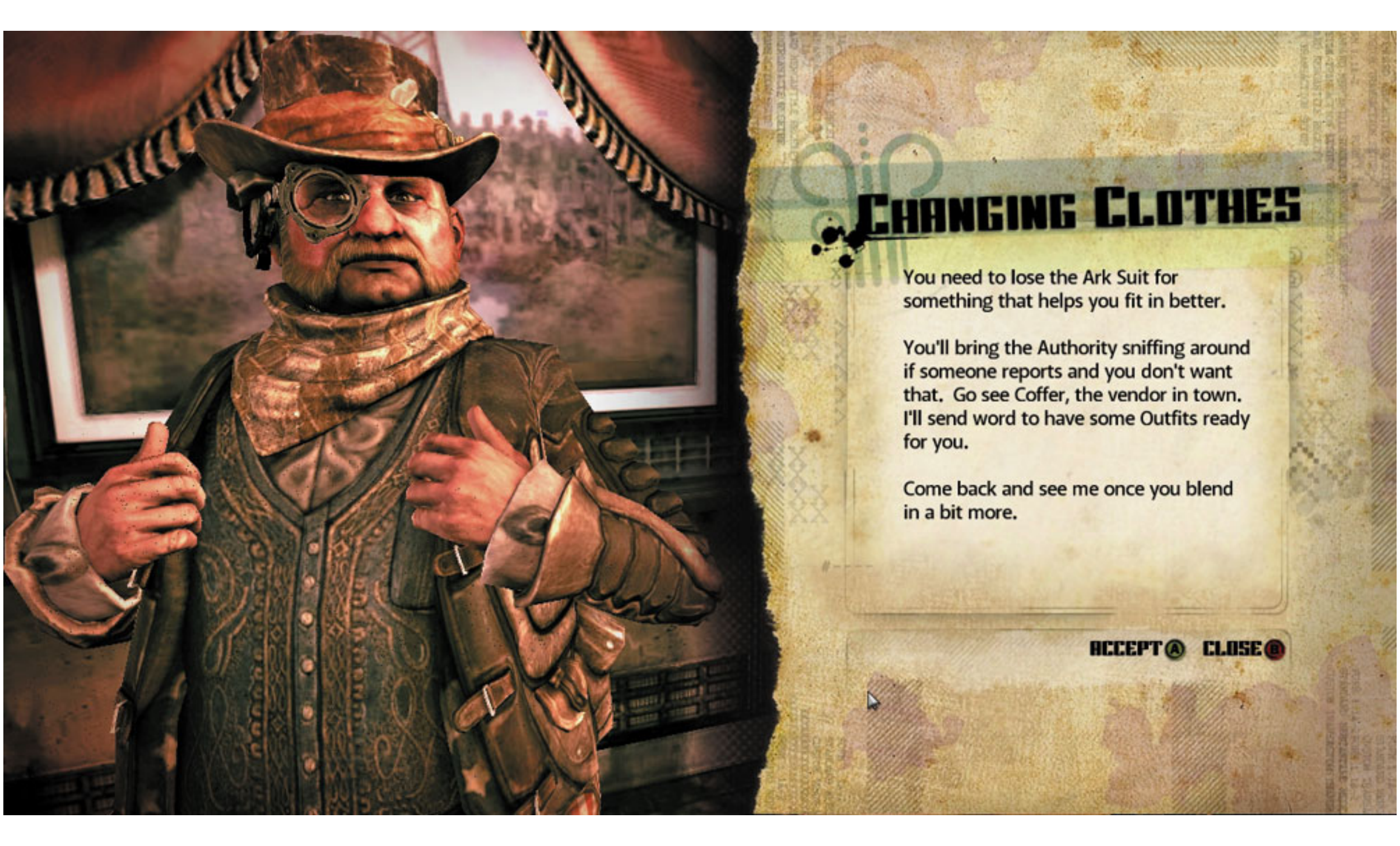
Have you completed one of Sally's bandit-killing missions? If so, stop by the Second Chance Bar. She'll congratulate you and hand over the Sally collector card as well as any cash and racing certificates she owes you for blowing up bandit vehicles. She pays $10 plus one racing certificate for every bandit vehicle you destroy outside the Sally's Bounty missions.

WELLSPRING

Wasteland

Feltrite Crater

Mayor Clayton



CHANGING CLOTHES

You need to lose the Ark Suit for something that helps you fit in better.

You'll bring the Authority sniffing around if someone reports and you don't want that. Go see Coffer, the vendor in town. I'll send word to have some Outfits ready for you.

Come back and see me once you blend in a bit more.

Find a sample of the bandit's experiments with Feltrite in the crater.

Bandits been digging in a crater north of here, and rumor has it they're refining pure Feltrite.

I need you to get me a sample of whatever the bandits are doing with that Feltrite, and I need you to get it back here fast! It's a long drive through some mighty dangerous areas, so restock before heading out.

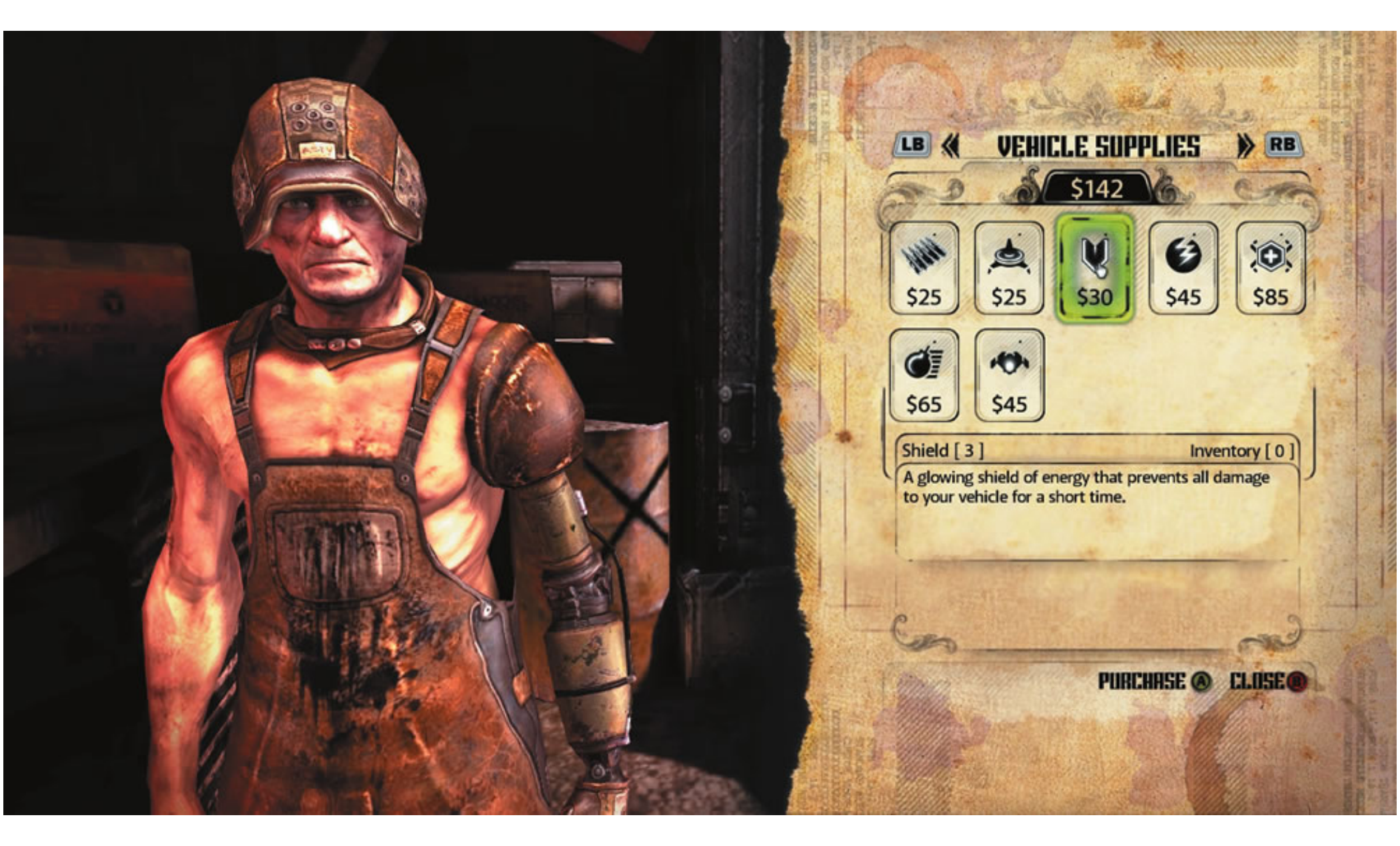
Bring me back a sample, and I'll see you're generously rewarded.

Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Dollars	200

New Objective: Head to the crater



VEHICLE SUPPLIES

$142

$25 $25 $30 $45 $85

$65 $45

Shield [3] Inventory [0]

A glowing shield of energy that prevents all damage to your vehicle for a short time.

Don't take Mayor Clayton's warning lightly. The bandits won't let you get near that crater without a fight. Take quick inventory of what you have and what you'll need. Stop by Rusty's and stock up on Shields and other vehicle supplies for your Dune Buster. Also, make sure you have plenty of Minigun Ammo—2,000 rounds should be enough. Next, pay a visit to Coffer and make sure you have enough ammo for your Assault Rifle, Combat Shotgun, and Sniper Rifle. Once you're well-prepared, return to Mick's garage and hop in your Dune Buster.

Feltrite Refinery

New Objective: Activate the Feltrite refinery

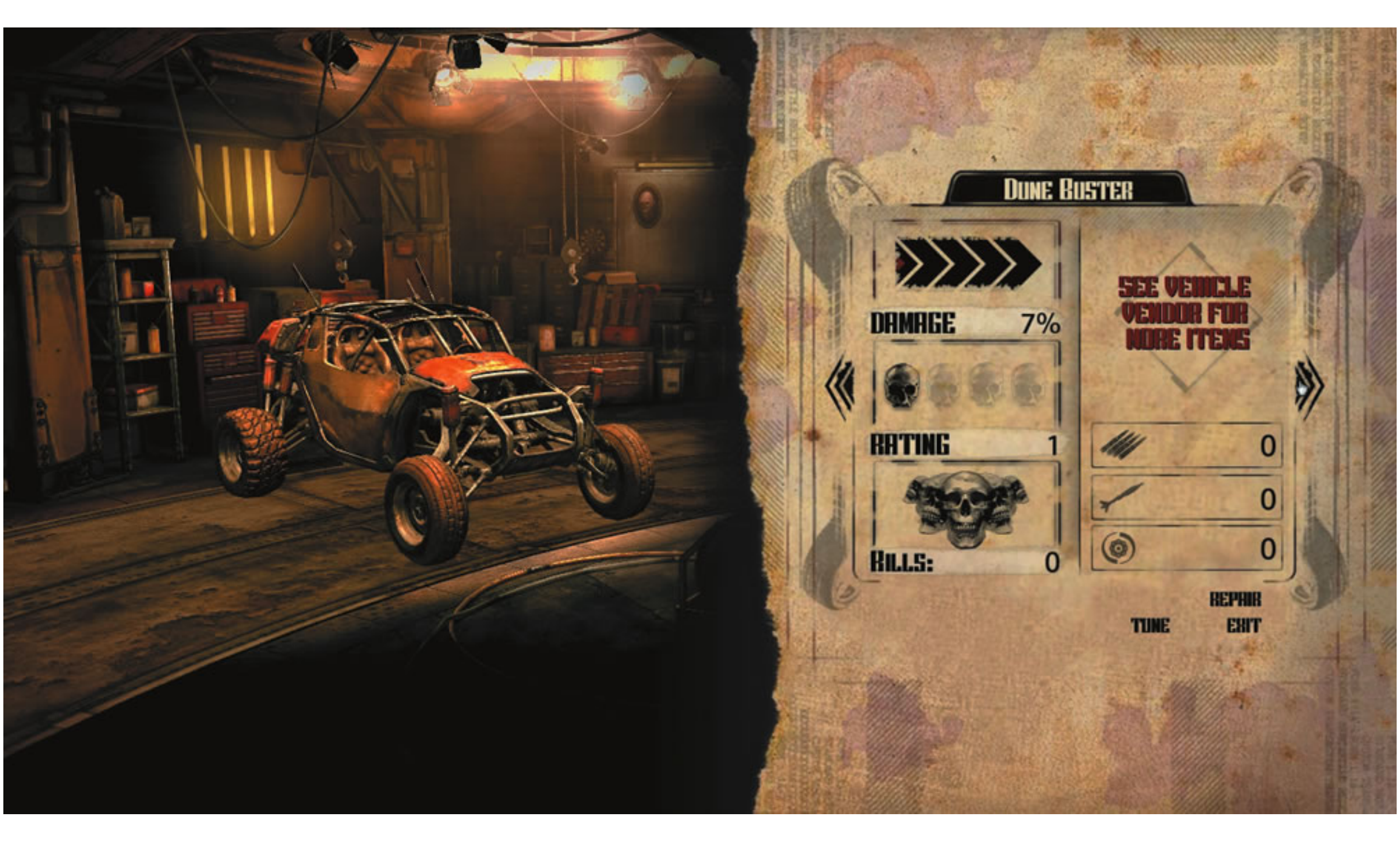
Changing Clothes
COMPLETED
Mayor Clayton

The path to the Feltrite crater is defended by a couple of bandit watch towers as well as a bandit vehicle. Zoom past the watch towers and proceed to the crater where the bandits have constructed a small refinery. But before getting out of your Dune Buster, make sure you've eliminated any bandit vehicles that have been trailing you. They appear as red dots on the minimap. Deploy your Shields and unleash a torrent of automatic fire from your Miniguns to eliminate any wheeled threats in the vicinity of the refinery.

Once you've eliminated the bandit vehicles, hop out of your Dune Buster and focus your attention on the refinery. As you approach the refinery, switch to your Assault Rifle or Combat Shotgun. More bandits appear from the roof of the small office trailer. Gun them down before they do the same to you.

New Objectives:

- Grab the refined Feltrite
- Take the Feltrite to Mayor Clayton



DUNE BUSTER

DAMAGE 7%

RATING 1

KILLS: 0

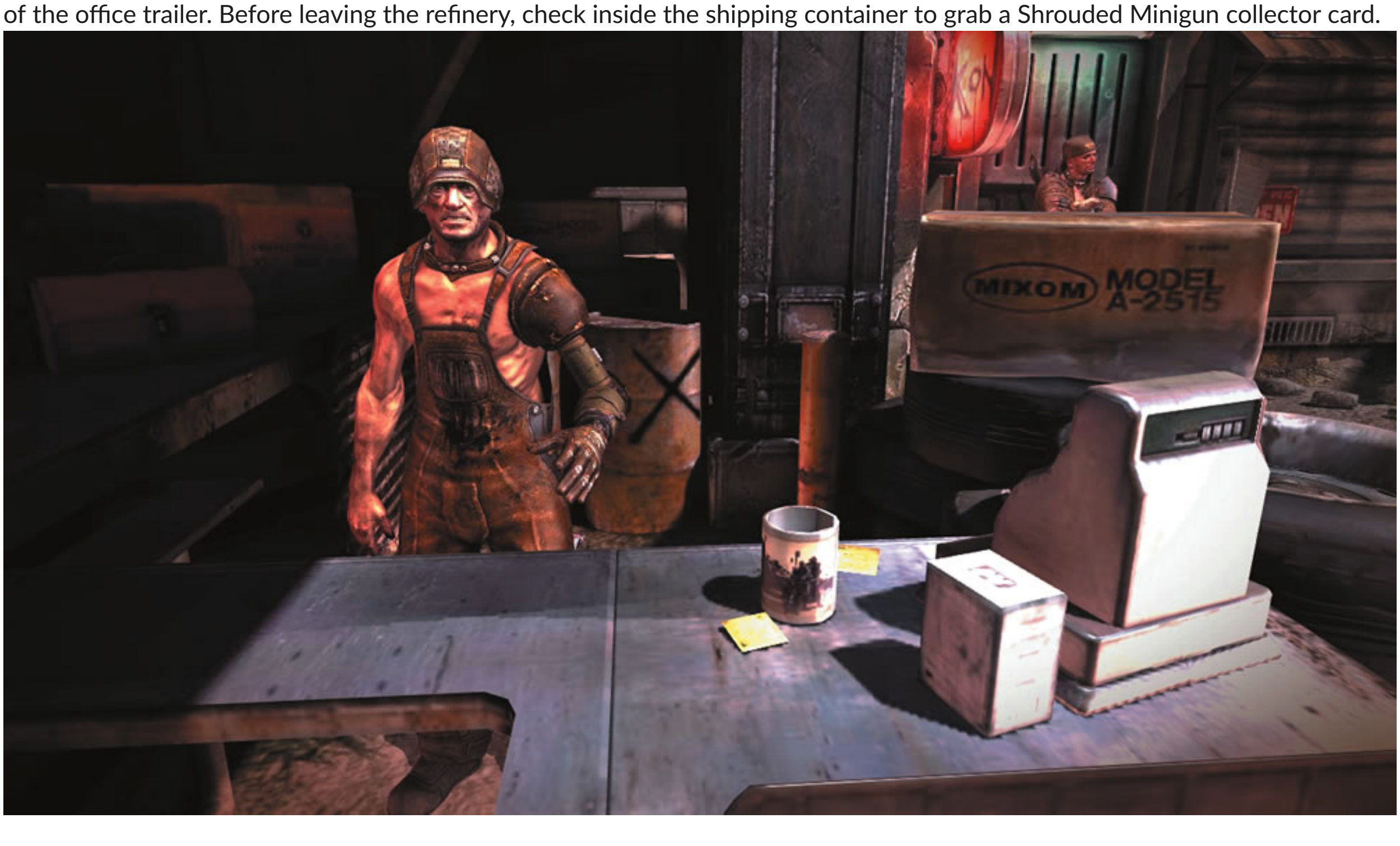
SEE VEHICLE VENDOR FOR MORE ITEMS

0

0

0

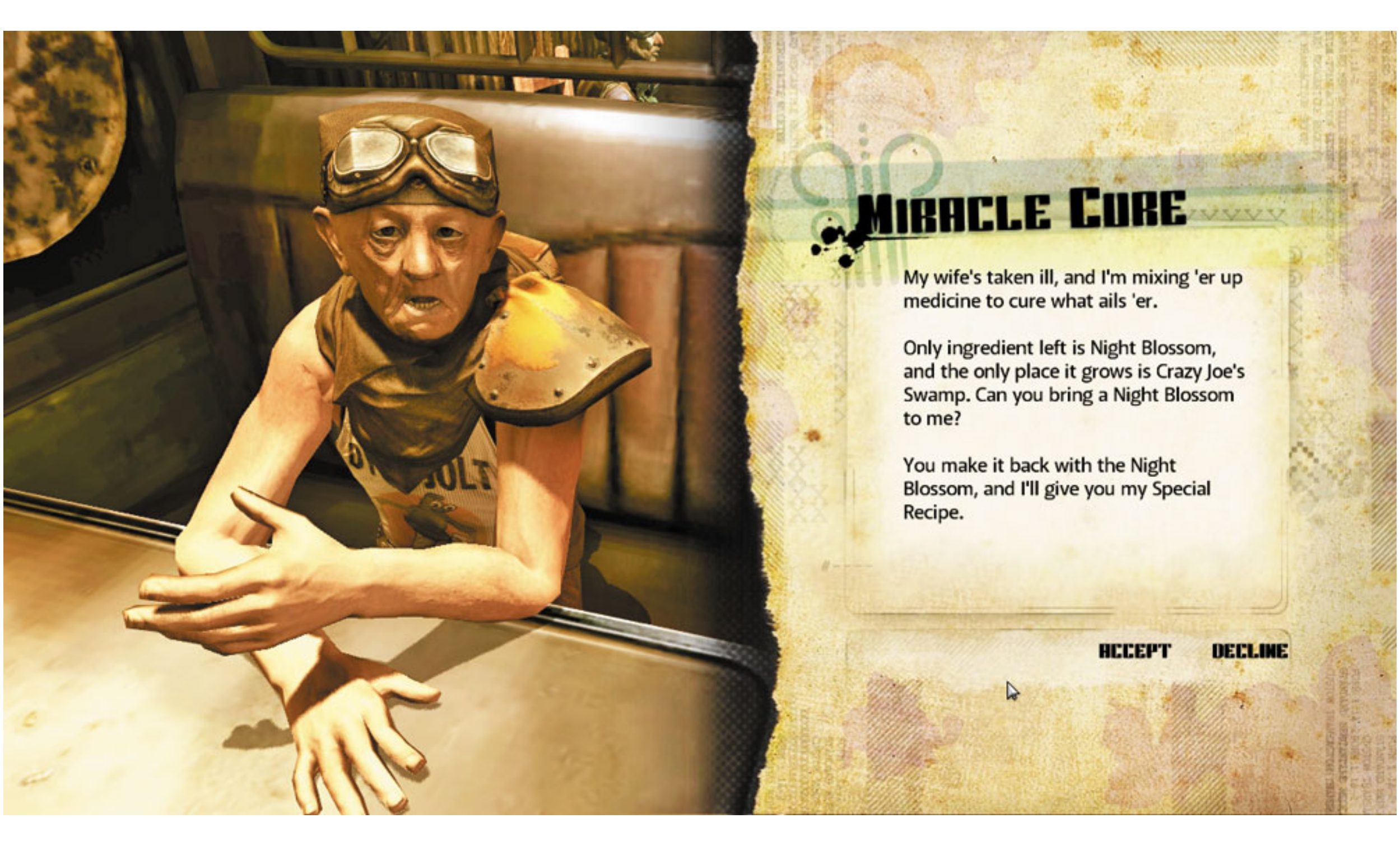
Now that the refinery is safe, approach the center of the platform. Interact with the control panel to throw a switch, activating the refinery. A few seconds later, a small chamber in the machinery opens, revealing a bright blue sample of refined Feltrite. Grab the sample and hightail it back to your Dune Buster. However, be prepared for another attack by a bandit standing on top of the office trailer. Before leaving the refinery, check inside the shipping container to grab a Shrouded Minigun collector card.



When you get back to Wellspring, don't forget to stop by the Second Chance Bar to get payment from Sally for any bandit vehicles you destroyed during your trip to the crater. Next, return to Mayor Clayton's office and hand over the Feltrite sample. The Mayor hands over $200 for your troubles. But even with this sample in hand, he's still not sure what the bandits are up to. He wants you to take the sample to someone who knows what it is.

Miracle Cure

Richard



MIRACLE CURE

My wife's taken ill, and I'm mixing 'er up medicine to cure what ails 'er.

Only ingredient left is Night Blossom, and the only place it grows is Crazy Joe's Swamp. Can you bring a Night Blossom to me?

You make it back with the Night Blossom, and I'll give you my Special Recipe.

Objective: Find a Night Blossom

My wife's taken ill, and I'm mixing 'er up medicine to cure what ails 'er.

Only ingredient left is Night Blossom, and the only place it grows is Crazy Joe's Swamp. Can you bring a Night Blossom to me?

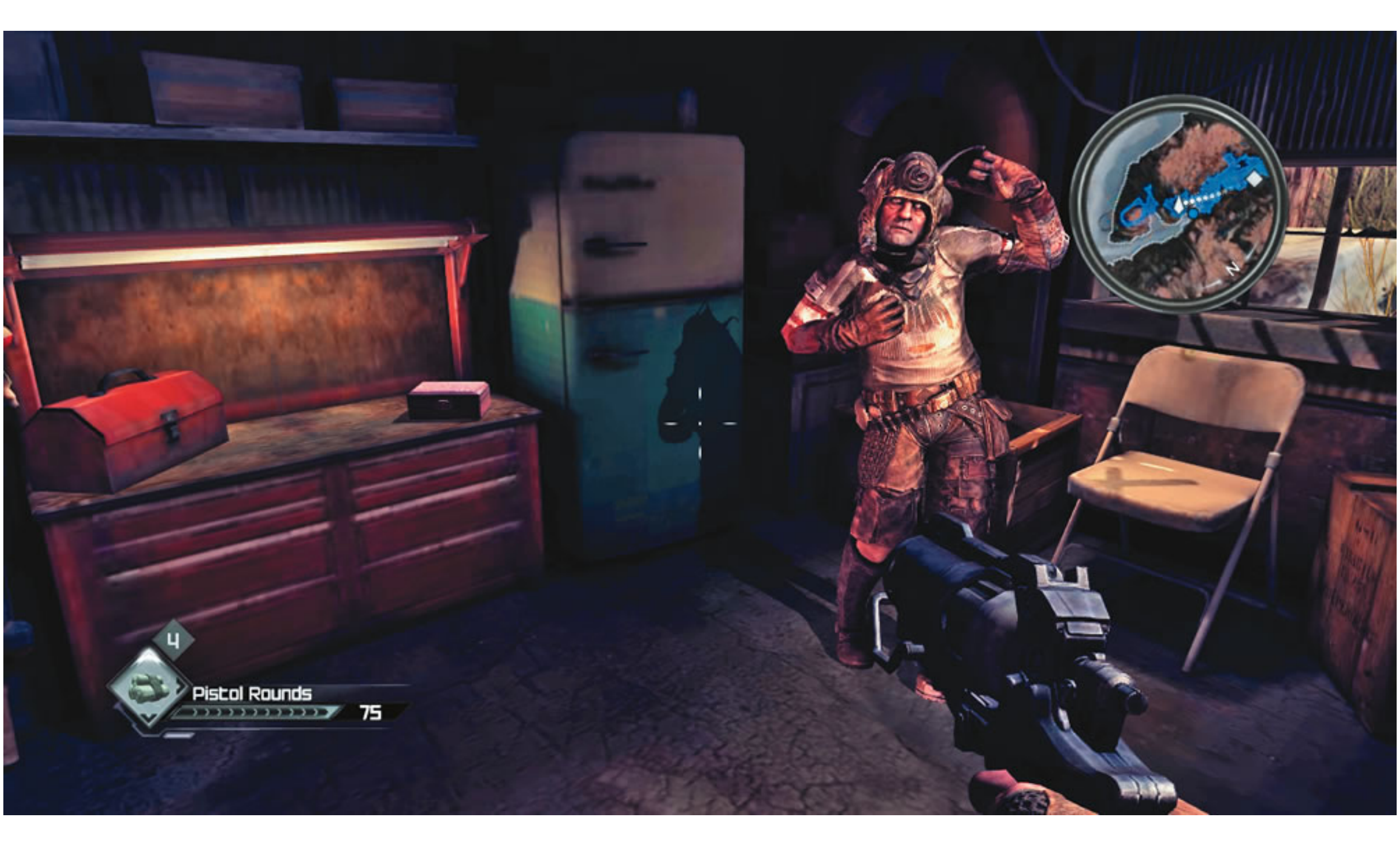
You make it back with the Night Blossom, and I'll give you my special recipe.

Provided Equipment: None

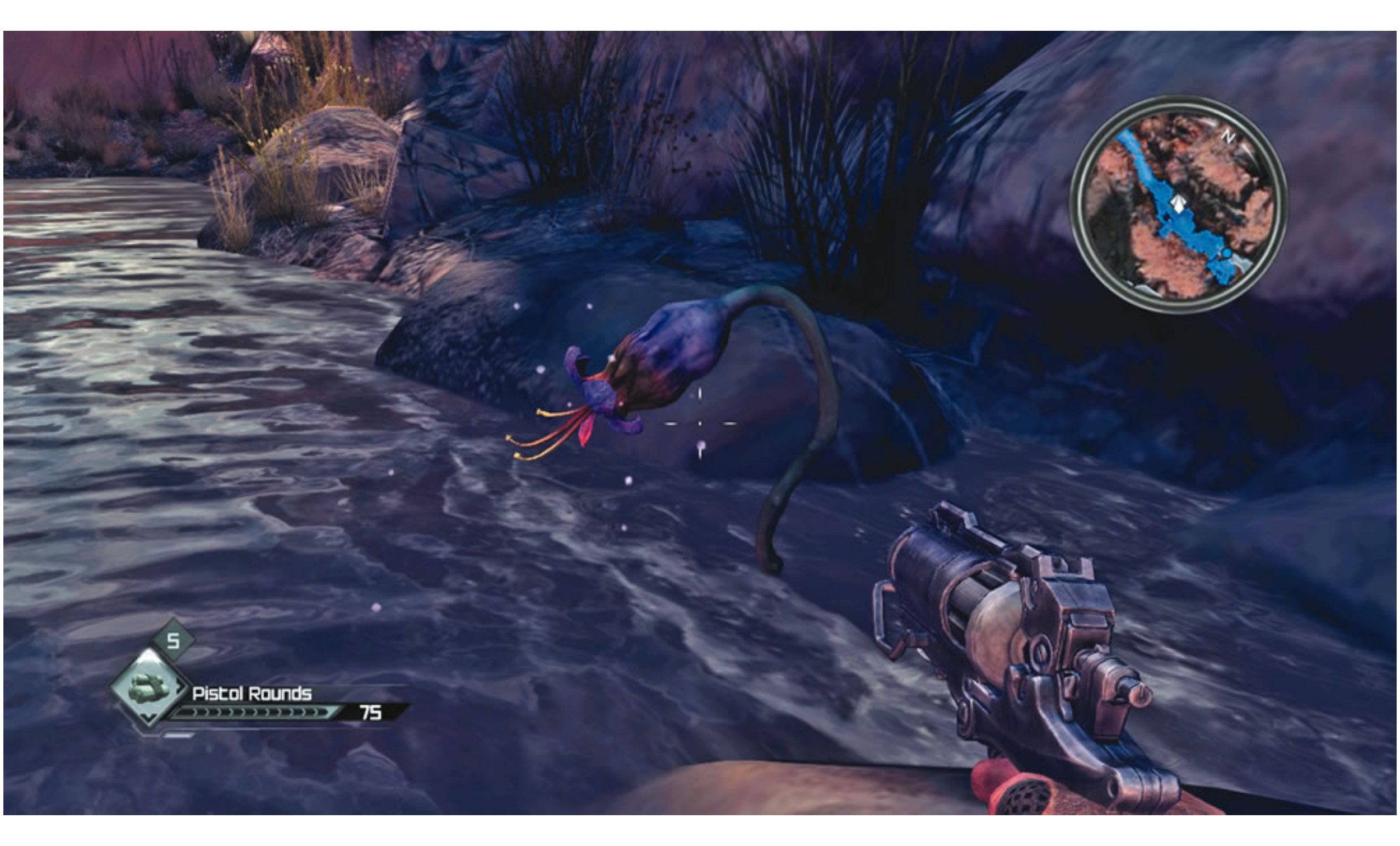
Reward

ICON	ITEM	QUANTITY
	Apophis Infusion Recipe	1
	Bandages	1
	Desert Spore	2
	Night Blossom	2

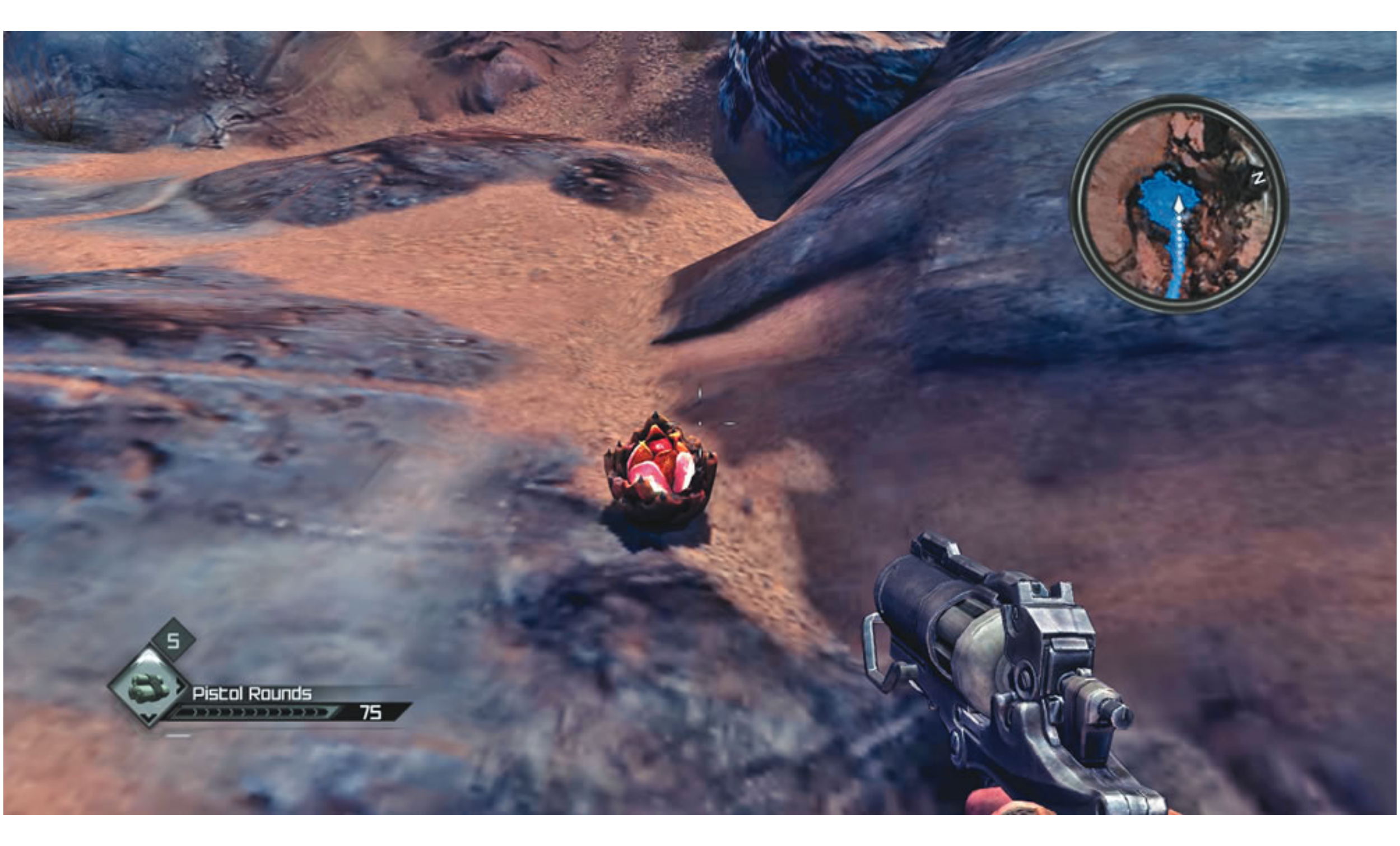
Before accepting Mayor Clayton's next job, stop by the Second Chance Bar and look for Richard sitting in a booth all by himself—he has a quick job for you. His wife has fallen sick and he's working on brewing up a cure for her, but he needs one more Night Blossom to complete his remedy. He feels he's far to frail to make the trip to Crazy Joe's Swamp all by himself, so he needs you to run the errand. He promises to share his recipe with you upon your return. If you've already found Night Blossom during your adventures in the Wasteland, the objective is instantly met and Richard hands over the Apophis Infusion Recipe. If you still haven't found any Night Blossom, head back to Mick's garage and drive your Dune Buster to the marked area on the map.



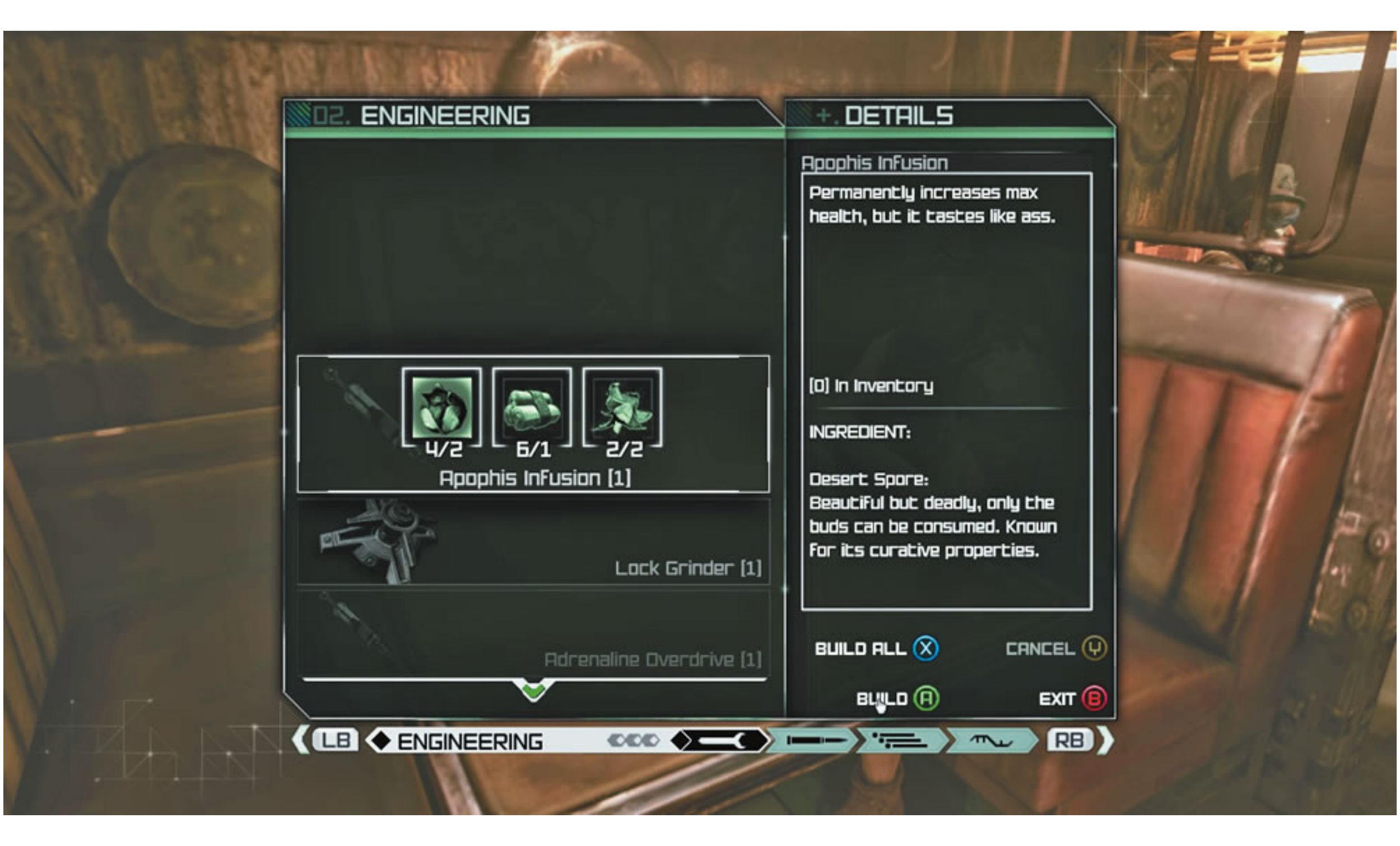
You must drive through Wasted Territory to get to Crazy Joe's Swamp from Wellspring, so be ready to take on bandit vehicles. However, any bandit vehicles automatically disengage as you approach Crazy Joe's shack. Hop out of your Dune Buster and walk into the shack to speak with Crazy Joe. Joe goes on and on about the special plants growing around his swamp, all mutated from the asteroid strike. Eventually, Crazy Joe refuses to say anymore and turns his back to you. Be sure to grab the Crazy Joe collector card off the workbench before exiting the shack.



Now it's time to find a Night Blossom. Regardless of what Crazy Joe said, don't worry about stepping into the swamp—the water is only ankle deep. Night Blossoms grow along the banks of the swamp, identifiable by their large purple bloom. However, you can only pick a flower that has already bloomed. Look for the buzzing insects around the plant to find a mature specimen. Interact with the purple bloom to add a Night Blossom to your inventory. If you ever need Night Blossom again, come back to this swamp—Night Blossom regenerates over time.



Before heading back to Wellspring, advance to the far end of the swamp and step into a massive impact crater. At the bottom of this crater are two Desert Spores, essential for making Apophis Infusion. Unlike Night Blossom, Desert Spore is extremely rare and does not regenerate. There are only 11 Desert Spores growing in the Wasteland, and once you pick them, no more will appear. Now that you have your plants, return to your Dune Buster and drive back to Wellspring.



02. ENGINEERING

+. DETAILS

Apophis Infusion

Permanently increases max health, but it tastes like ass.

[0] In Inventory

INGREDIENT:

Desert Spore:
Beautiful but deadly, only the buds can be consumed. Known for its curative properties.

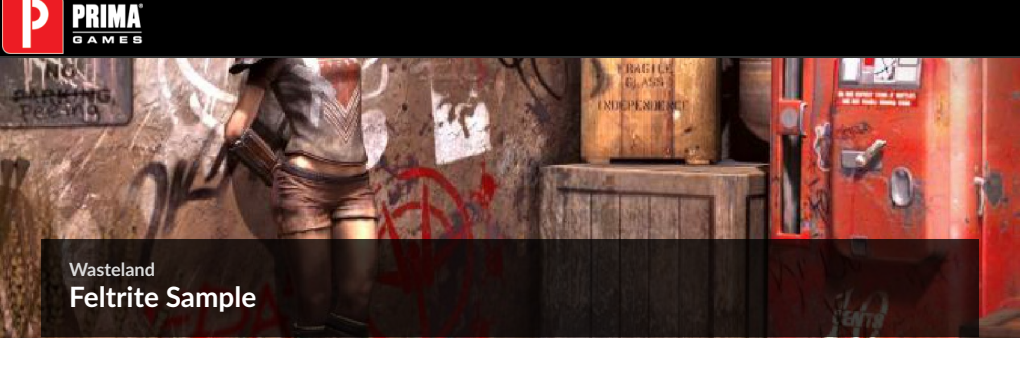
4/2 6/1 2/2

Apophis Infusion [1]

Lock Grinder [1]

Adrenaline Overdrive [1]

Rush back to the Second Chance Bar and give Richard the good news. He's elated with your success and gladly hands over the Apophis Infusion Recipe as well as the ingredients to make your own, including a Bandage, two Night Blossoms, and two Desert Spores. Access your engineering screen and make one Apophis Infusion now. Once created, the Apophis Infusion appears in your inventory screen. Go ahead and use the Apophis Infusion now. Each Apophis Infusion permanently increases your maximum health by ten points, as visible in the statistics screen. Make sure to go out of your way to find more Night Blossoms and Desert Spores during your adventures through the Wasteland so you can make more Apophis Infusions.

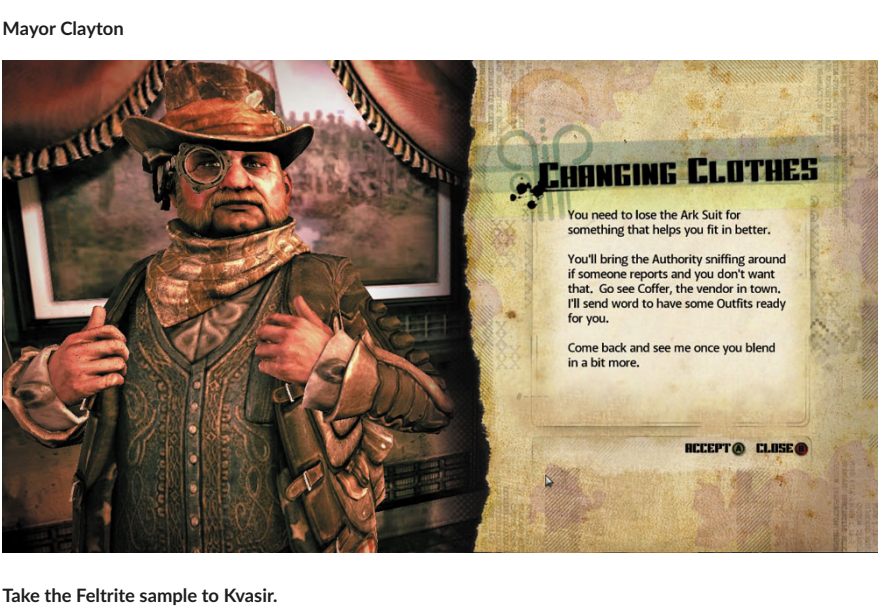


Wasteland

Feltrite Sample

- JOBS
  - Feltrite Sample
  - Defibrillator Upgrade
  - Stanley Express

Mayor Clayton



CHANGING CLOTHES

You need to lose the Ark Suit for something that helps you fit in better.

You'll bring the Authority sniffing around if someone reports and you don't want that. Go see Coffer, the vendor in town. I'll send word to have some Outfits ready for you.

Come back and see me once you blend in a bit more.

Take the Feltrite sample to Kvasir.

Whatever you've got there can't be safe. That's for sure.

Old man Kvasir is a hermit that lives up north. Take that Feltrite sample to him and see what he says. He's a pretty smart guy, but he doesn't take to strangers just popping in on him. So I'll let Kvasir know you're coming.

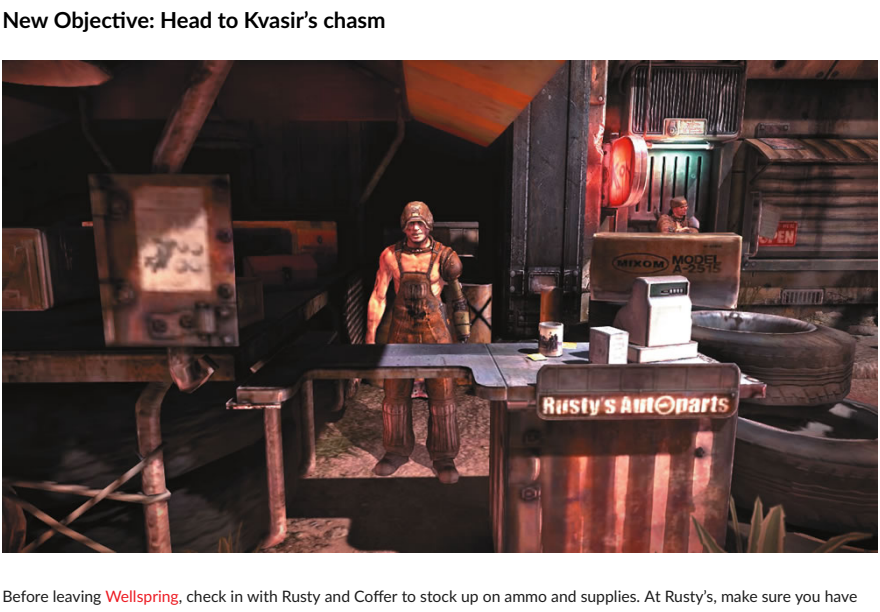
Come back soon as Kvasir's figured out what those bandits were up to.

Provided Equipment: None

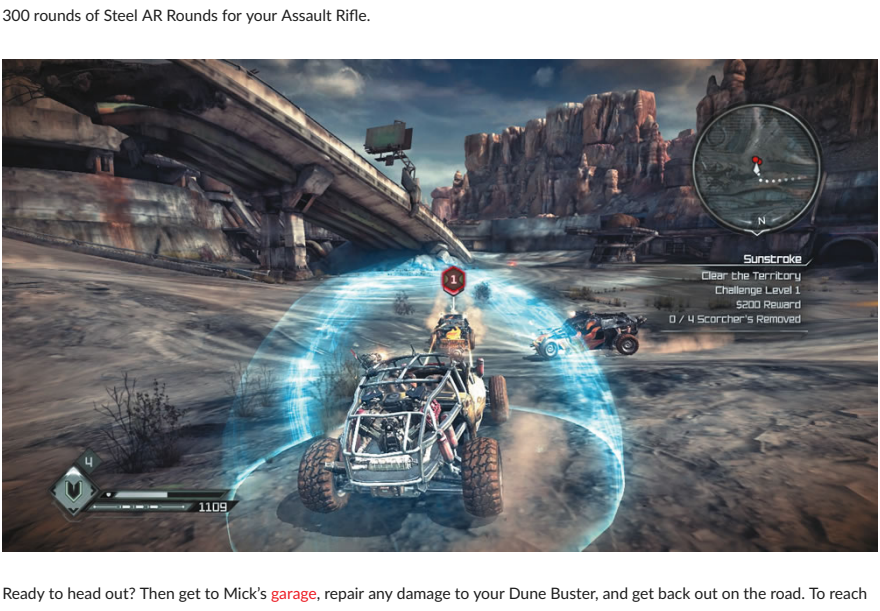
Reward

ICON	ITEM	QUANTITY
	Dollars	200

New Objective: Head to Kvasir's chasm



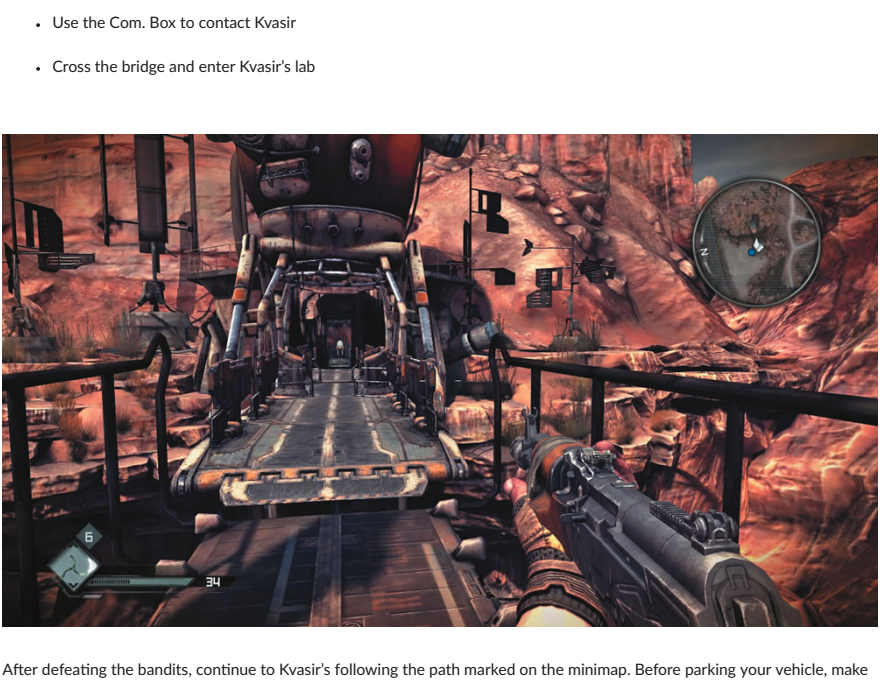
Before leaving Wellspring, check in with Rusty and Coffer to stock up on ammo and supplies. At Rusty's, make sure you have plenty of Minigun Ammo and Shields. If you have the extra cash, an Armor Restore item can come in handy, capable of fully repairing your vehicle. At $85 a unit, Armor Restore isn't cheap, but it's a lot cheaper than having Mick or Durar tow your ride. At Coffer's, take inventory of your ammo. Make sure you have at least 60 rounds of Buckshot for your Combat Shotgun and 300 rounds of Steel AR Rounds for your Assault Rifle.



Ready to head out? Then get to Mick's garage, repair any damage to your Dune Buster, and get back out on the road. To reach Kvasir's place, you must pass through Scorcher Territory. Here you come under attack by more bandits. Assuming you have the offensive and defensive tools, this is a good opportunity to score some extra cash from Sally. Deploy your Shields early and often to deflect incoming attacks, but maintain an offensive posture too. The faster you destroy the bandit vehicles, the fewer Shields you'll need to deploy.

New Objectives:

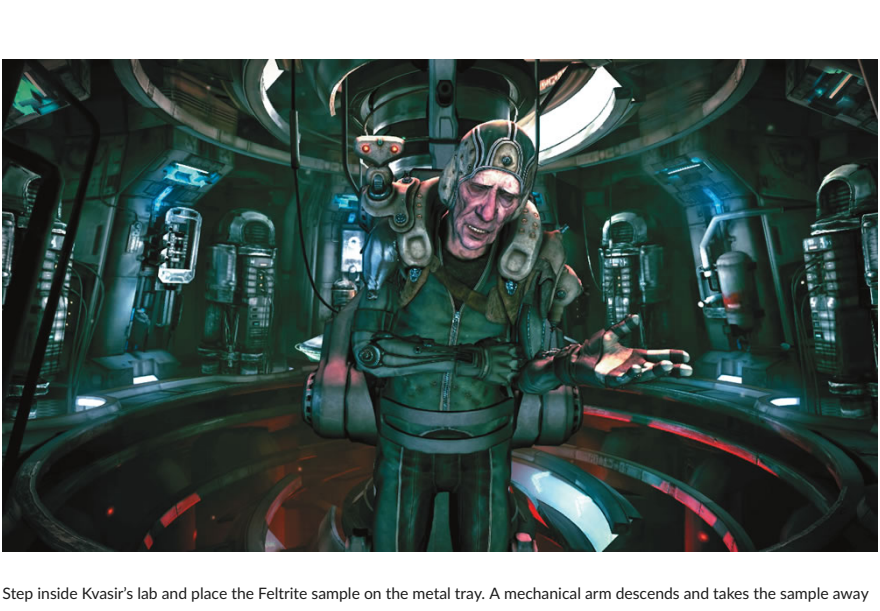
- New Objectives:
- Use the Com. Box to contact Kvasir
- Cross the bridge and enter Kvasir's lab



After defeating the bandits, continue to Kvasir's following the path marked on the minimap. Before parking your vehicle, make sure no more bandits are following you. Once it's clear, exit the Dune Buster and interact with the intercom near the chasm. Kvasir immediately responds, acknowledging that Mayor Clayton informed him of your errand. Before long, a balloon-like airship rises from the chasm and extends a bridge, allowing you to reach Kvasir's lab. Cross the bridge and interact with the switch on the other side to activate the lift leading into the lab.

New Objectives:

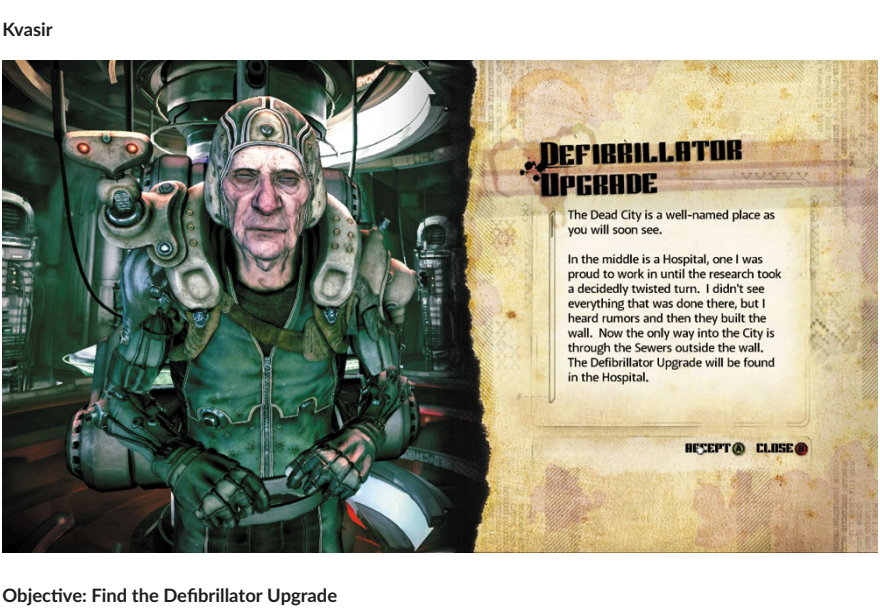
- Give Kvasir the Feltrite sample
- Let Kvasir analyze the Feltrite sample



Step inside Kvasir's lab and place the Feltrite sample on the metal tray. A mechanical arm descends and takes the sample away for analysis. Kvasir needs to run more tests on the sample, a process that will take some time. But then Kvasir takes notice of you. Apparently your armor isn't much of a disguise to Kvasir. He instantly recognizes you as an Ark survivor, making note of the Nanotrites inside your body. Kvasir reveals that Ark survivors are hunted down by the Authority because they don't belong in their vision of the new world. But there is a band of Resistance fighters. Kvasir feels you may be of some use to the Resistance, but he realizes you won't last long in a firefight with your standard internal defibrillator. He can get you an upgrade for your defibrillator if you travel to the Dead City and get him the equipment he needs.

Defibrillator Upgrade

Kvasir



DEFIBRILLATOR UPGRADE

The Dead City is a well-named place as you will soon see.

In the middle is a Hospital, one I was proud to work in until the research took a decidedly twisted turn. I didn't see everything that was done there, but I heard rumors and then they built the wall. Now the only way into the City is through the Sewers outside the wall. The Defibrillator Upgrade will be found in the Hospital.

Objective: Find the Defibrillator Upgrade

The Dead City is well-named as you will soon see.

In the middle is a hospital, one I was proud to work in until the research took a decidedly twisted turn. I didn't see everything that was done there, but I heard rumors, and then they built the wall. Now the only way into the city is through the sewers outside the wall. The Defibrillator Upgrade will be found in the hospital.

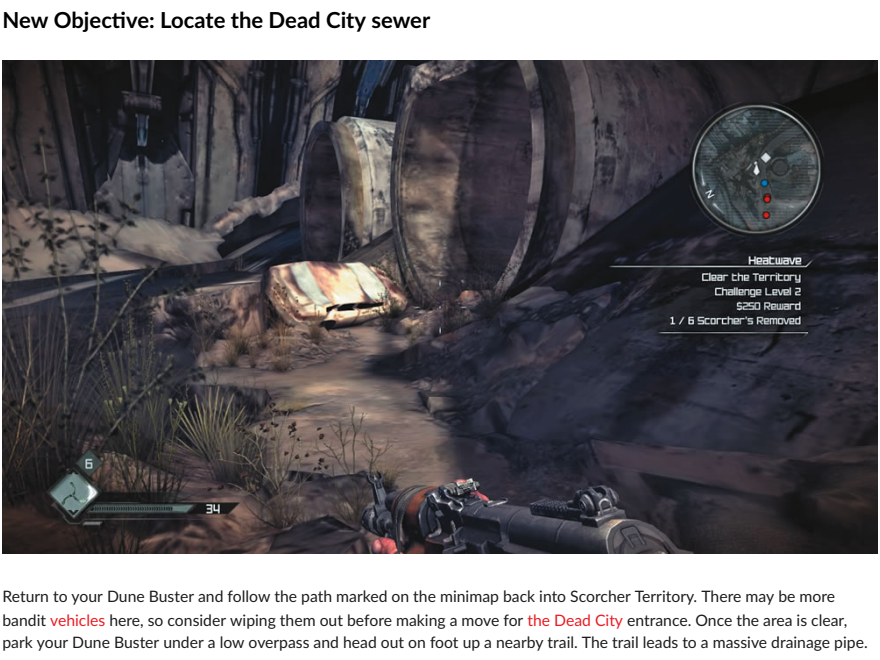
You make it back in one piece, and I'll install that Defibrillator Upgrade.

Provided Equipment: None

Reward

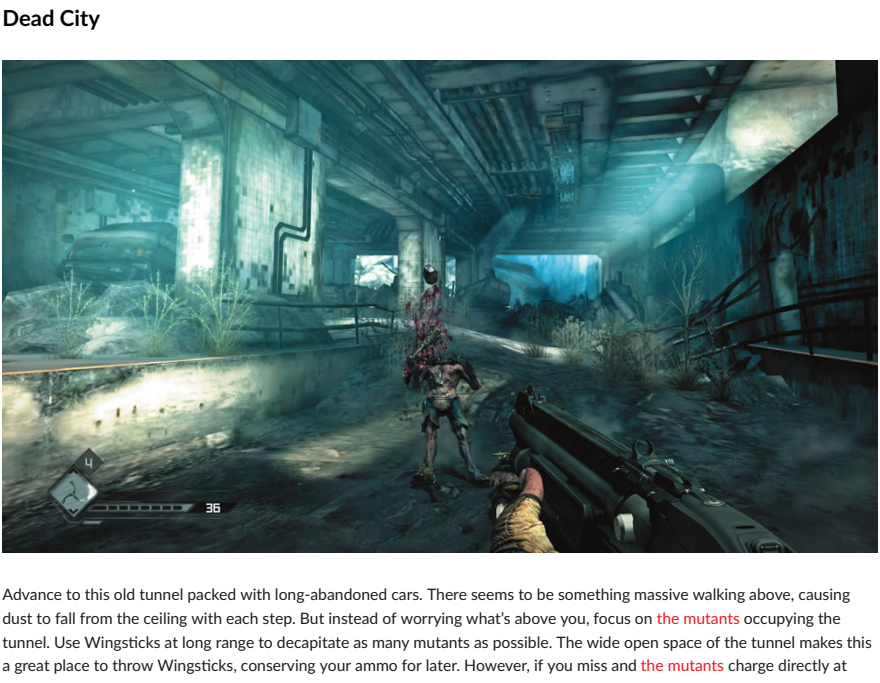
ICON	ITEM	QUANTITY
	Double Defib Upgrade	1

New Objective: Locate the Dead City sewer



Return to your Dune Buster and follow the path marked on the minimap back into Scorcher Territory. There may be more bandit vehicles here, so consider wiping them out before making a move for the Dead City entrance. Once the area is clear, park your Dune Buster under a low overpass and head out on foot up a nearby trail. The trail leads to a massive drainage pipe. Step inside the pipe and open the gate at the opposite end to access the Dead City's entrance.

Dead City

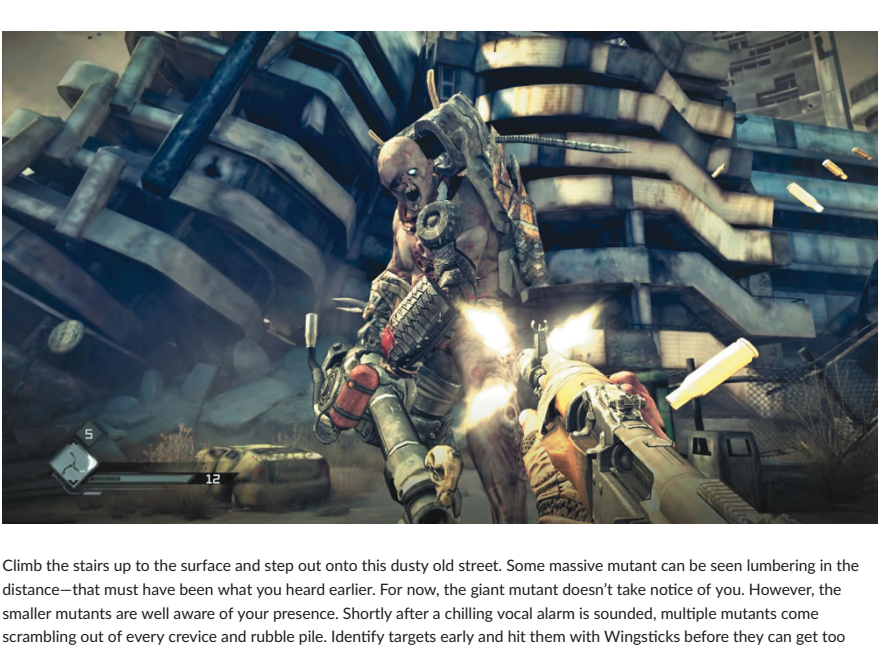


Advance to this old tunnel packed with long-abandoned cars. There seems to be something massive walking above, causing dust to fall from the ceiling with each step. But instead of worrying what's above you, focus on the mutants occupying the tunnel. Use Wingsticks at long range to decapitate as many mutants as possible. The wide open space of the tunnel makes this a great place to throw Wingsticks, conserving your ammo for later. However, if you miss and the mutants charge directly at you, be ready to put them down with the Combat Shotgun. All it takes is one direct hit from the Combat Shotgun to drop a mutant, making it the weapon of choice for much of this job. Once all the mutants are down, look for a doorway on the left side of the tunnel. Just inside the doorway is another mutant as well as a shelf holding a wide variety of ammo.

Decapathon

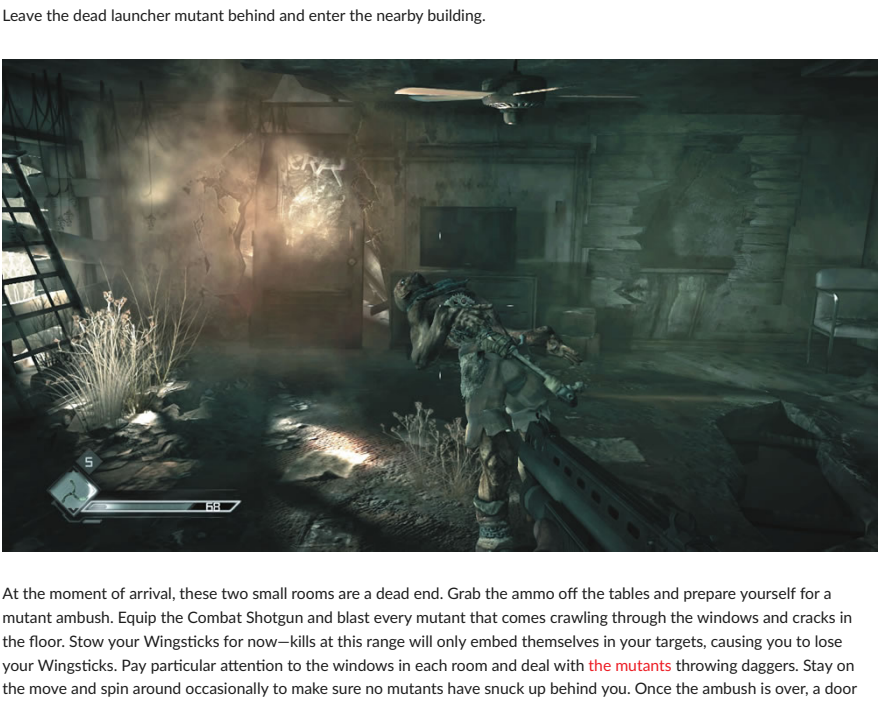
This job is the perfect opportunity to unlock the Decapathon achievement/trophy. Using Wingsticks, simply score ten headshot kills. For best results, target enemies at long-to-intermediate range to lop off their heads.

City Streets

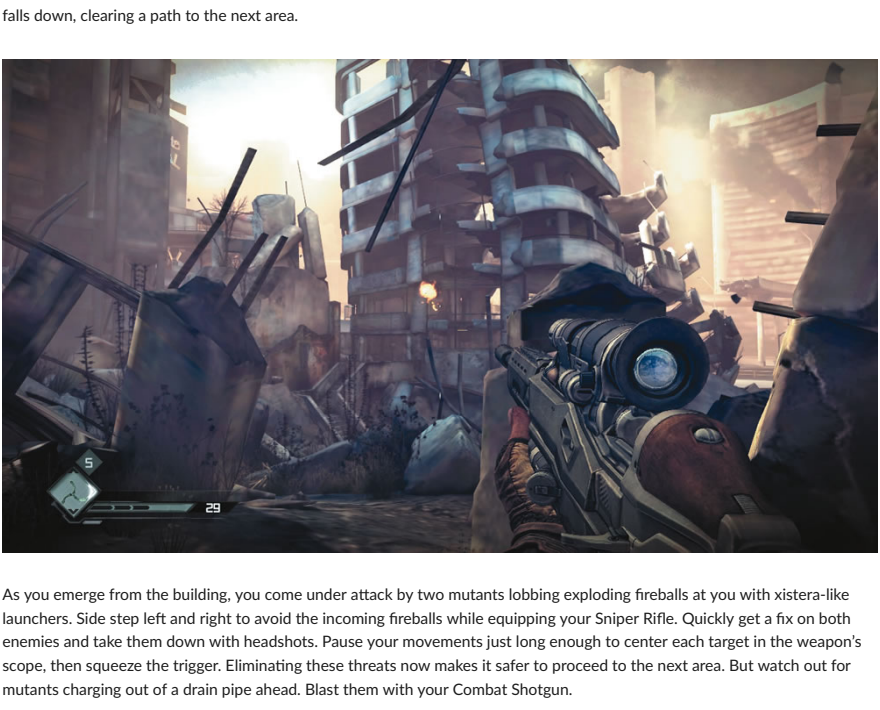


Climb the stairs up to the surface and step out onto this dusty old street. Some massive mutant can be seen lumbering in the distance—that must have been what you heard earlier. For now, the giant mutant doesn't take notice of you. However, the smaller mutants are well aware of your presence. Shortly after a chilling vocal alarm is sounded, multiple mutants come scrambling out of every crevice and rubble pile. Identify targets early and hit them with Wingsticks before they can get too close. Of course, keep your Combat Shotgun ready to deal with threats that manage to evade your Wingstick attacks.

As the mutant attack dies down, a massive explosion rocks the street ahead. Soon, a tall mutant comes trudging into view carrying what appears to be a huge grenade launcher—this is a launcher mutant. Before attacking the launcher mutant, deal with the standard mutants first, finishing them off with Wingsticks and your Combat Shotgun. Now attack the big guy. Equip your Assault Rifle and open fire on the launcher mutant while circle strafing around him. This allows you to avoid his devastating explosive attacks. While attacking, make sure you keep some Bandages ready as your quick use item. If you happen to be injured by an explosion, immediately apply a Bandage to instantly heal. Fortunately your adversary is slow, allowing you to outmaneuver him. Just stay close and keep circling around him while firing the Assault Rifle. If you run out of Steel AR Rounds for your Assault Rifle, switch to the Combat Shotgun. The Combat Shotgun fires at a much slower speed, but dishes out heavy damage as long as you attack at relatively close range. Keep attacking the tall mutant until he falls to the ground. Leave the dead launcher mutant behind and enter the nearby building.

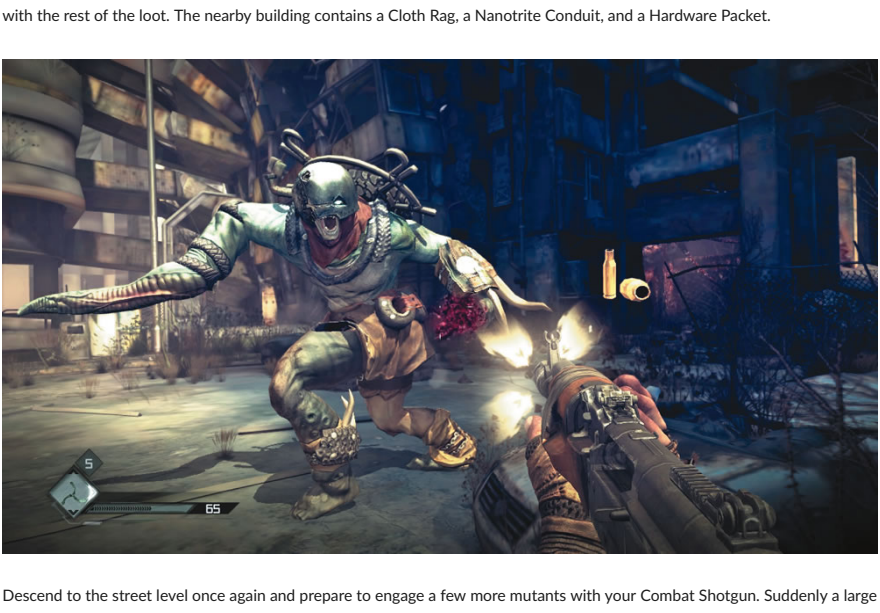


At the moment of arrival, these two small rooms are a dead end. Grab the ammo off the tables and prepare yourself for a mutant ambush. Equip the Combat Shotgun and blast every mutant that comes crawling through the windows and cracks in the floor. Stow your Wingsticks for now—kills at this range will only embed themselves in your targets, causing you to lose your Wingsticks. Pay particular attention to the windows in each room and deal with the mutants throwing daggers. Stay on the move and spin around occasionally to make sure no mutants have snuck up behind you. Once the ambush is over, a door falls down, clearing a path to the next area.

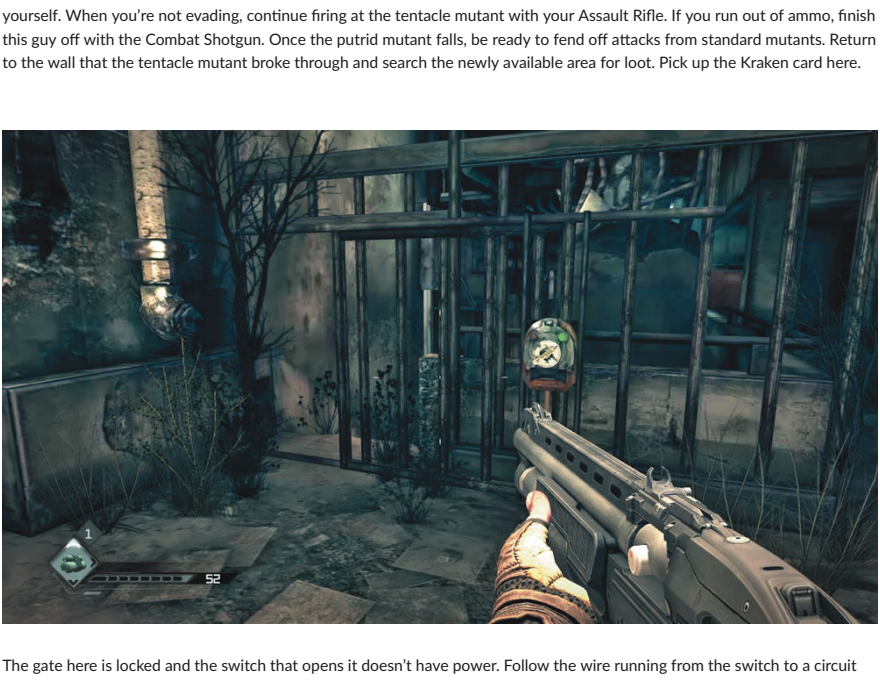


As you emerge from the building, you come under attack by two mutants lobbing exploding fireballs at you with xistera-like launchers. Side step left and right to avoid the incoming fireballs while equipping your Sniper Rifle. Quickly get a fix on both enemies and take them down with headshots. Pause your movements just long enough to center each target in the weapon's scope, then squeeze the trigger. Eliminating these threats now makes it safer to proceed to the next area. But watch out for mutants charging out of a drain pipe ahead. Blast them with your Combat Shotgun.

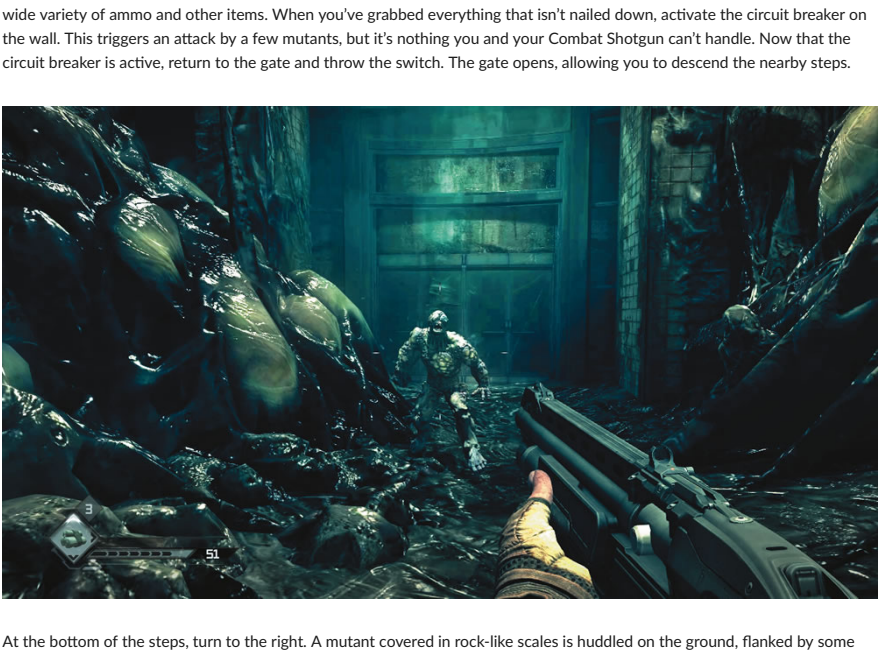
Before moving on, locate a small drain pipe at the base of the building not far from where you fought the launcher mutants. Drive the RC Bomb Car through the small opening to enter a supply closet filled with loot. Roll up next to the barricaded door and detonate the car. You can now access the room via a stairway in the building to grab the powerful Large Mutant card along with the rest of the loot. The nearby building contains a Cloth Rag, a Nanotrite Conduit, and a Hardware Packet.



Descend to the street level once again and prepare to engage a few more mutants with your Combat Shotgun. Suddenly a large mutant with a tentacle-like arm bursts through a wall on the right. This enemy is appropriately called a tentacle mutant. Quickly eliminate the smaller mutants first, then deal with the big guy. This large mutant is slightly smaller than the launcher mutant you faced earlier, and faster. Immediately open fire with your Assault Rifle while strafing left and right to avoid his diverse attacks. At times the tentacle mutant charges directly at you, so be sure to run out of the way. This enemy also performs a whip-like attack with its tentacle arm. If the arm hits you, it inflicts heavy damage as well as impairs your vision with a slimy mucous. Run, don't walk, to avoid getting hit with these attacks, and if you do get hit, immediately apply a Bandage to heal yourself. When you're not evading, continue firing at the tentacle mutant with your Assault Rifle. If you run out of ammo, finish this guy off with the Combat Shotgun. Once the putrid mutant falls, be ready to fend off attacks from standard mutants. Return to the wall that the tentacle mutant broke through and search the newly available area for loot. Pick up the Kraken card here.



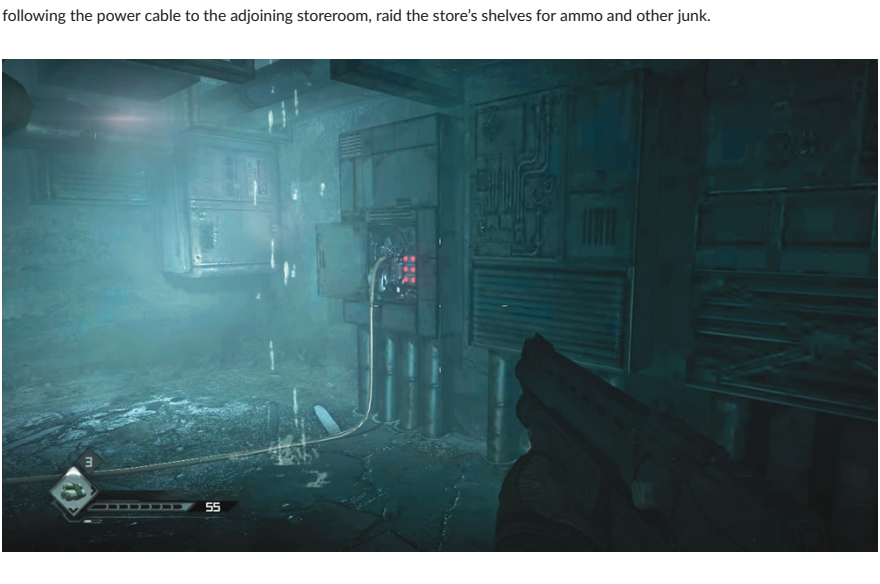
The gate here is locked and the switch that opens it doesn't have power. Follow the wire running from the switch to a circuit breaker in the nearby storeroom. Before activating the circuit breaker, empty the shelves of the storeroom. Here you can find a wide variety of ammo and other items. When you've grabbed everything that isn't nailed down, activate the circuit breaker on the wall. This triggers an attack by a few mutants, but it's nothing you and your Combat Shotgun can't handle. Now that the circuit breaker is active, return to the gate and throw the switch. The gate opens, allowing you to descend the nearby steps.



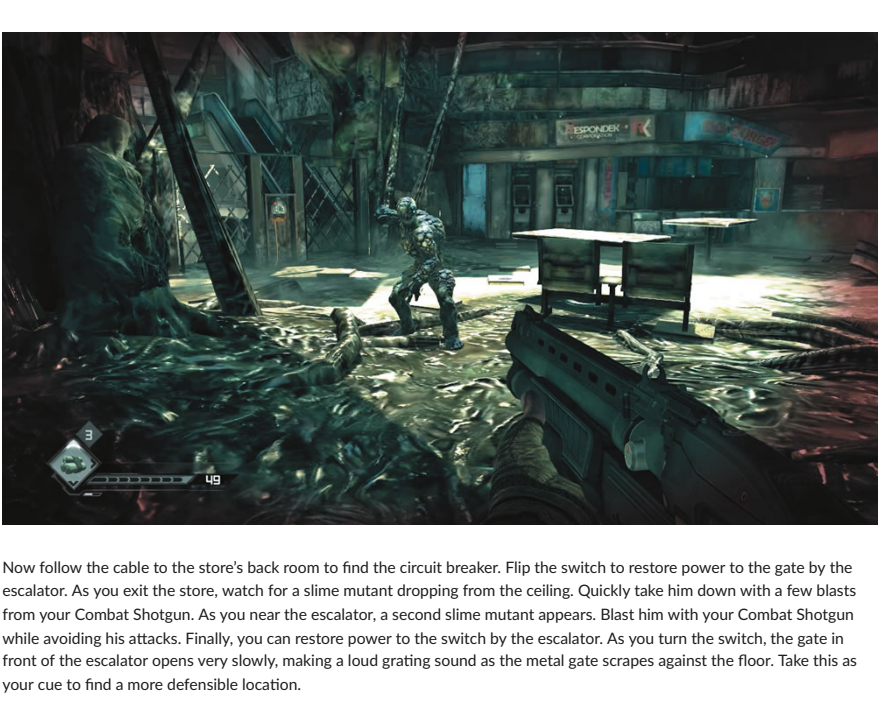
At the bottom of the steps, turn to the right. A mutant covered in rock-like scales is huddled on the ground, flanked by some slimy pods—this is a slime mutant. With the Combat Shotgun in hand, rush up behind the slime mutant and shoot him in the back. This isn't enough for the kill, so keep hammering him with Buckshot until he's down for good. If the slime mutant manages to get back to his feet, be ready to dodge its spitting attack, otherwise its slimy secretion will coat your face, making it difficult to see. In any case, avoid close contact with these enemies—their melee attacks are extremely deadly. Once the slime mutant is down, pass through the nearby doors to enter a shopping mall.

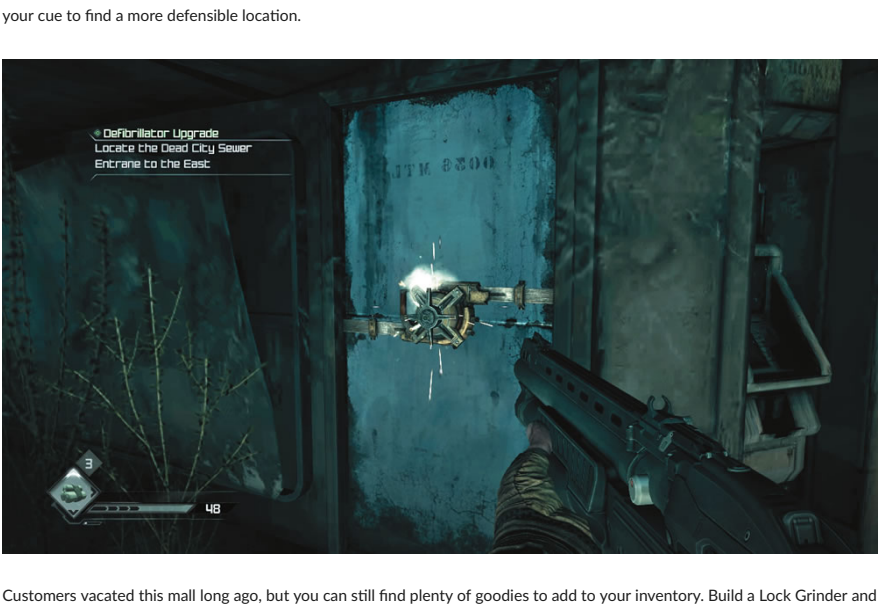
Shopping Mall

New Objective: Switch the breaker

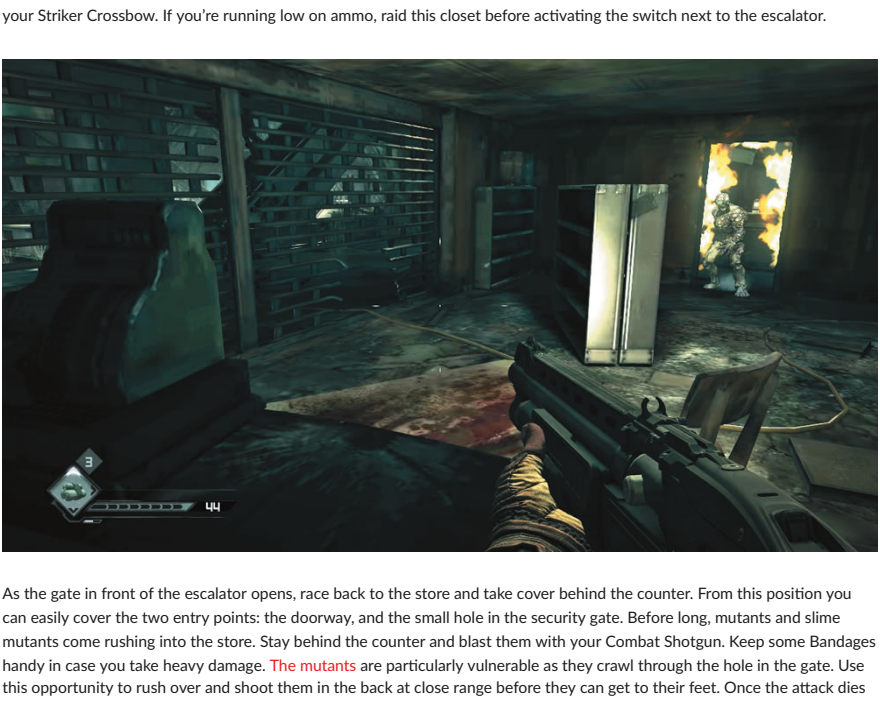


A small gate in front of the mall's escalator blocks your path here. Like the gate you encountered earlier, it is operated by a switch that currently has no power. Follow the yellow power cable from the switch to a small shop, where the cable passes under a security gate. While peering through the security gate, glance to the left side of the shop to spot a pair of yellow gas tanks propped against the outer wall. Equip your Settler Pistol and fire a few rounds into these tanks until they explode—you now have an entrance into the store. Circle around to the left and enter the store through the flaming doorway. Before following the power cable to the adjoining storeroom, raid the store's shelves for ammo and other junk.

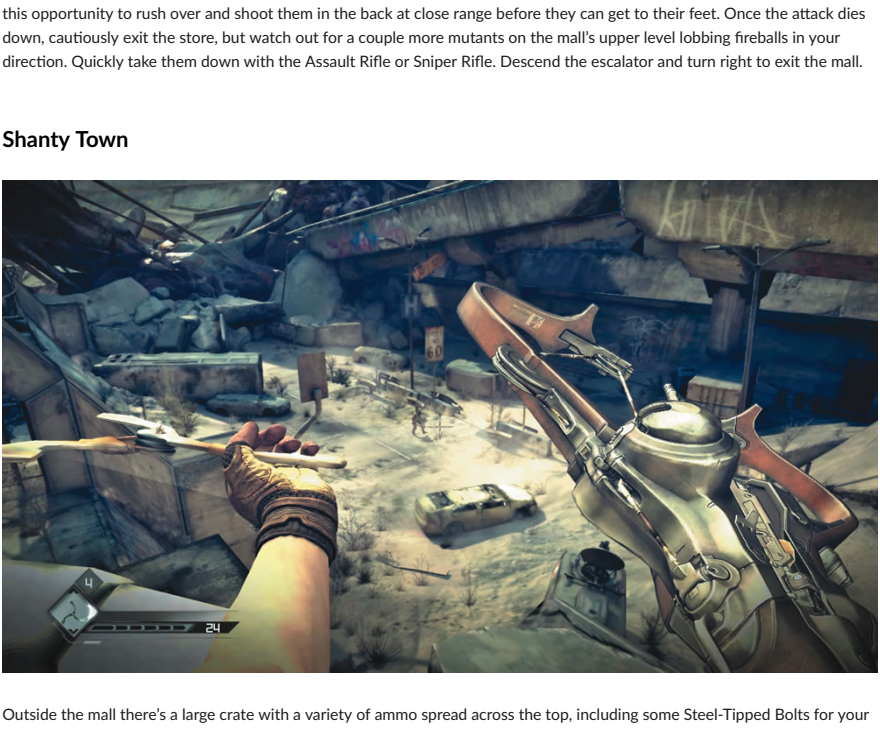




Now follow the cable to the store's back room to find the circuit breaker. Flip the switch to restore power to the gate by the escalator. As you exit the store, watch for a slime mutant dropping from the ceiling. Quickly take him down with a few blasts from your Combat Shotgun. As you near the escalator, a second slime mutant appears. Blast him with your Combat Shotgun while avoiding his attacks. Finally, you can restore power to the switch by the escalator. As you turn the switch, the gate in front of the escalator opens very slowly, making a loud grating sound as the metal gate scrapes against the floor. Take this as your cue to find a more defensible location.

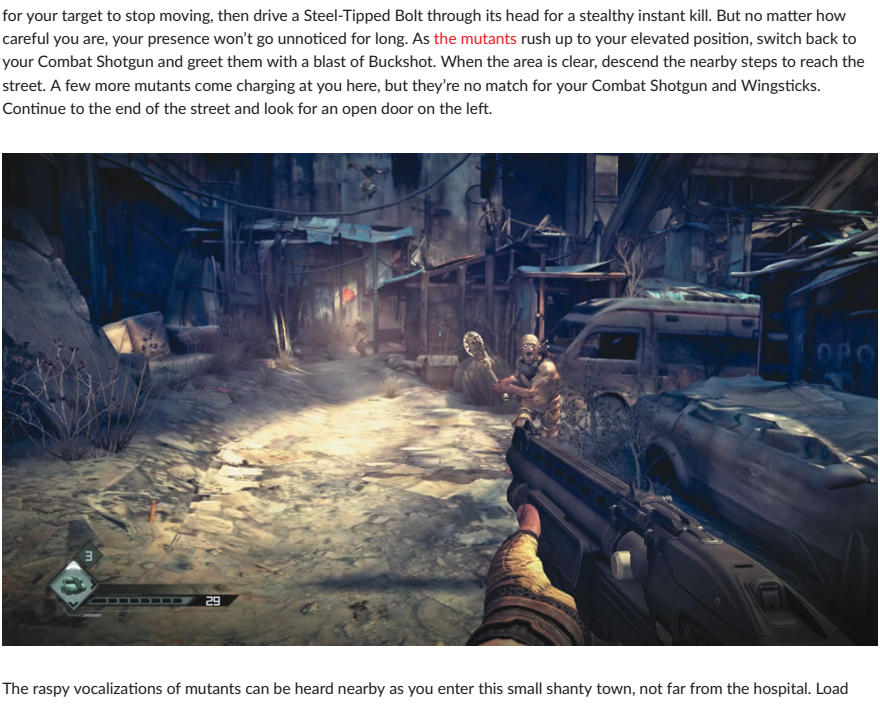


Customers vacated this mall long ago, but you can still find plenty of goodies to add to your inventory. Build a Lock Grinder and breach the locked door to the right of the escalator. A variety of ammo waits inside the closet, including some Electro-Bolts for your Striker Crossbow. If you're running low on ammo, raid this closet before activating the switch next to the escalator.

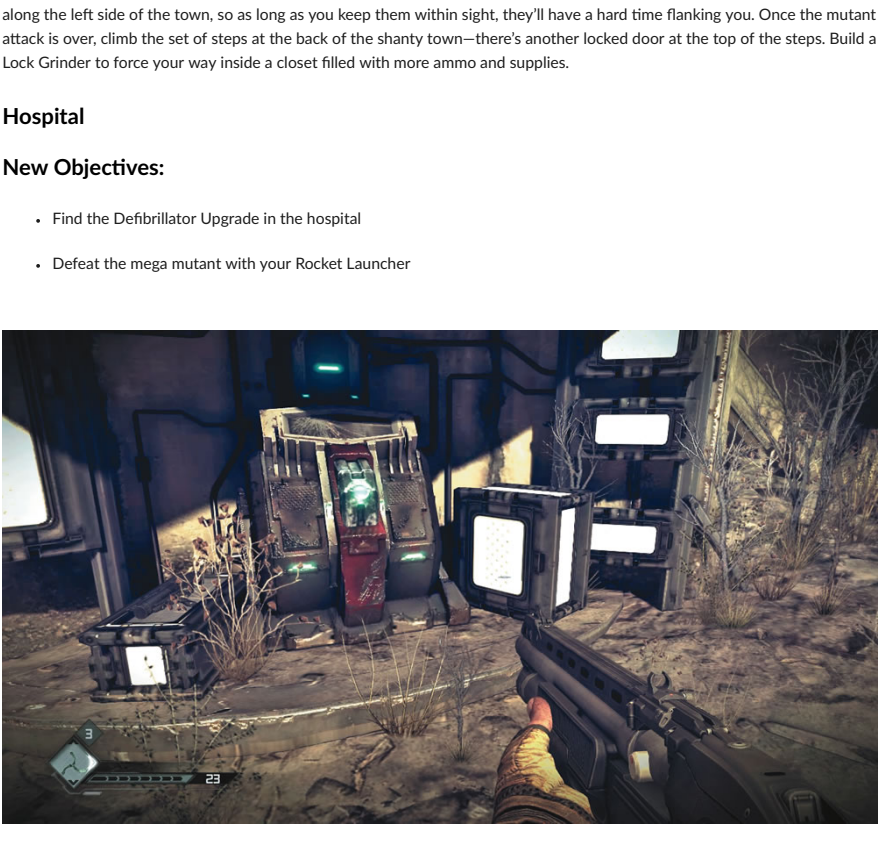


As the gate in front of the escalator opens, race back to the store and take cover behind the counter. From this position you can easily cover the two entry points: the doorway, and the small hole in the security gate. Before long, mutants and slime mutants come rushing into the store. Stay behind the counter and blast them with your Combat Shotgun. Keep some Bandages handy in case you take heavy damage. The mutants are particularly vulnerable as they crawl through the hole in the gate. Use this opportunity to rush over and shoot them in the back at close range before they can get to their feet. Once the attack dies down, cautiously exit the store, but watch out for a couple more mutants on the mall's upper level lobbing fireballs in your direction. Quickly take them down with the Assault Rifle or Sniper Rifle. Descend the escalator and turn right to exit the mall.

Shanty Town



Outside the mall there's a large crate with a variety of ammo spread across the top, including some Steel-Tipped Bolts for your Striker Crossbow. After gathering the ammo, turn your attention to the mutants patrolling the street below. Use your Striker Crossbow and Wingsticks to silently take out as many mutants as possible. When using the Striker Crossbow at this range, wait for your target to stop moving, then drive a Steel-Tipped Bolt through its head for a stealthy instant kill. But no matter how careful you are, your presence won't go unnoticed for long. As the mutants rush up to your elevated position, switch back to your Combat Shotgun and greet them with a blast of Buckshot. When the area is clear, descend the nearby steps to reach the street. A few more mutants come charging at you here, but they're no match for your Combat Shotgun and Wingsticks. Continue to the end of the street and look for an open door on the left.

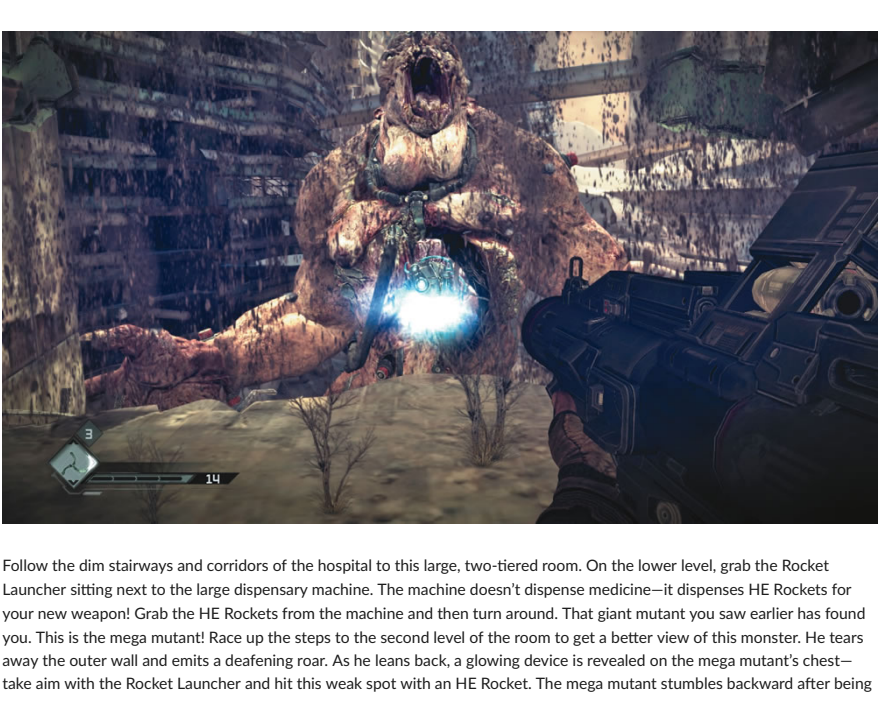


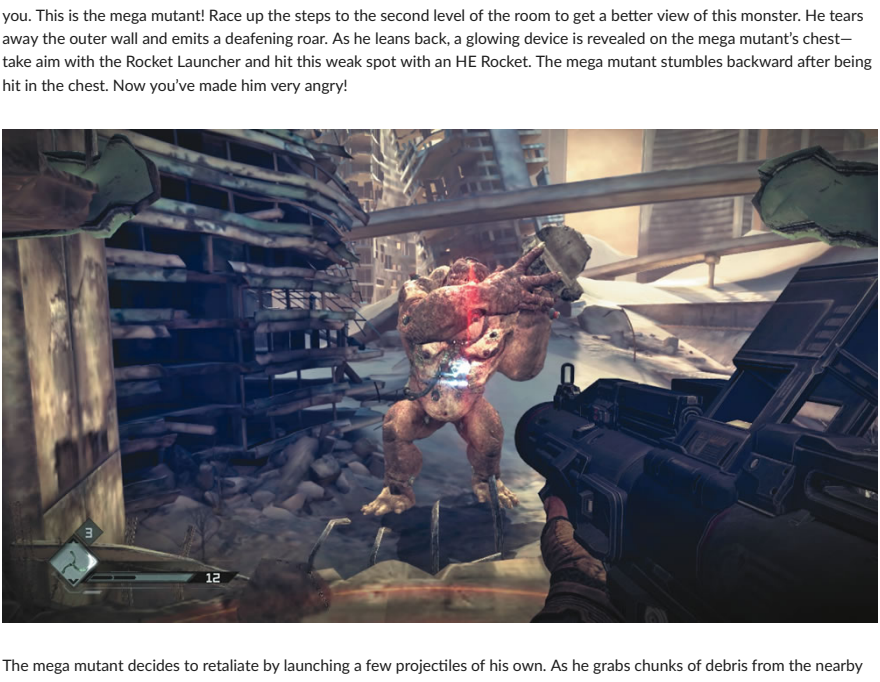
The raspy vocalizations of mutants can be heard nearby as you enter this small shanty town, not far from the hospital. Load your Combat Shotgun to capacity and cautiously step forward. Keep creeping forward until you trigger the mutant attack. At that point, backpedal and open fire at the mutants charging directly at you. Most of the mutants attack from the main road along the left side of the town, so as long as you keep them within sight, they'll have a hard time flanking you. Once the mutant attack is over, climb the set of steps at the back of the shanty town—there's another locked door at the top of the steps. Build a Lock Grinder to force your way inside a closet filled with more ammo and supplies.

Hospital

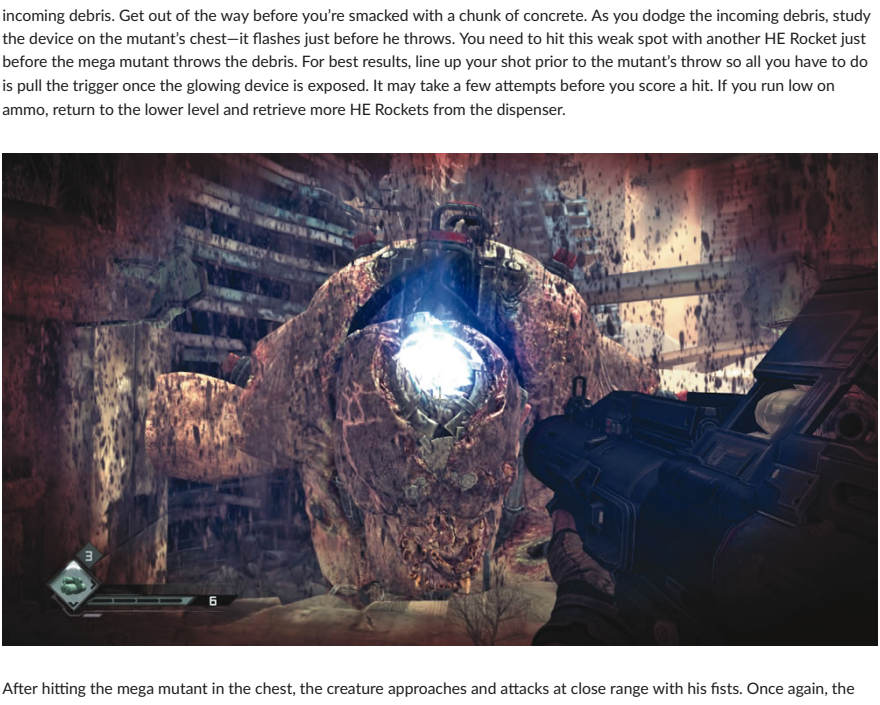
New Objectives:

- Find the Defibrillator Upgrade in the hospital
- Defeat the mega mutant with your Rocket Launcher

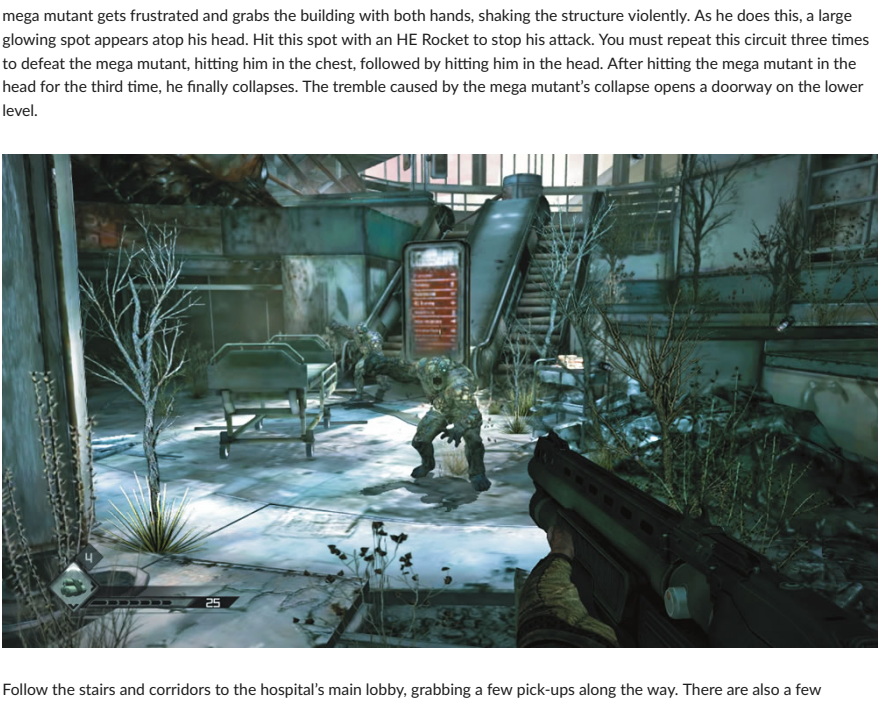




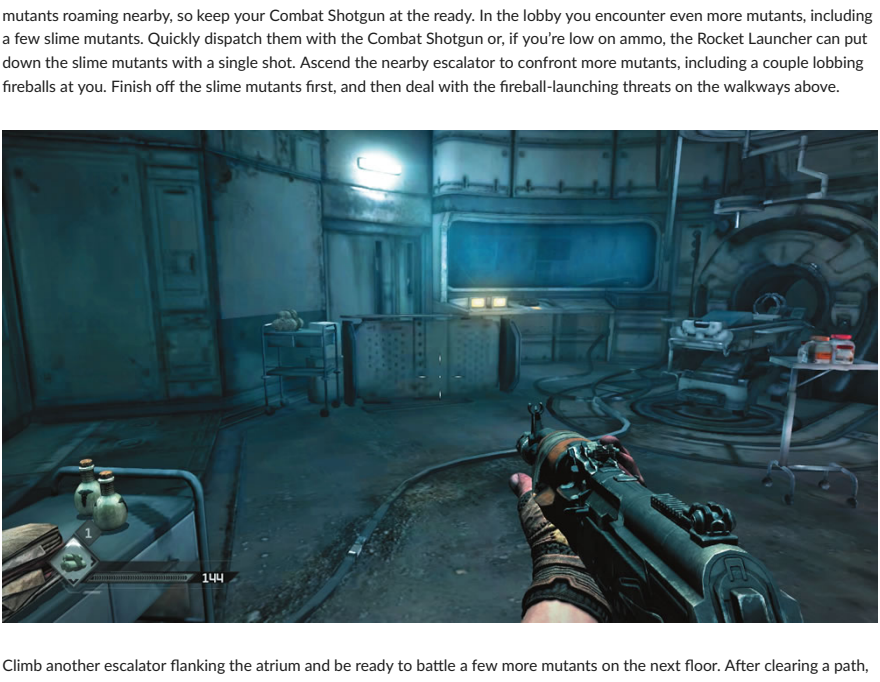
Follow the dim stairways and corridors of the hospital to this large, two-tiered room. On the lower level, grab the Rocket Launcher sitting next to the large dispensary machine. The machine doesn't dispense medicine—it dispenses HE Rockets for your new weapon! Grab the HE Rockets from the machine and then turn around. That giant mutant you saw earlier has found you. This is the mega mutant! Race up the steps to the second level of the room to get a better view of this monster. He tears away the outer wall and emits a deafening roar. As he leans back, a glowing device is revealed on the mega mutant's chest—take aim with the Rocket Launcher and hit this weak spot with an HE Rocket. The mega mutant stumbles backward after being hit in the chest. Now you've made him very angry!



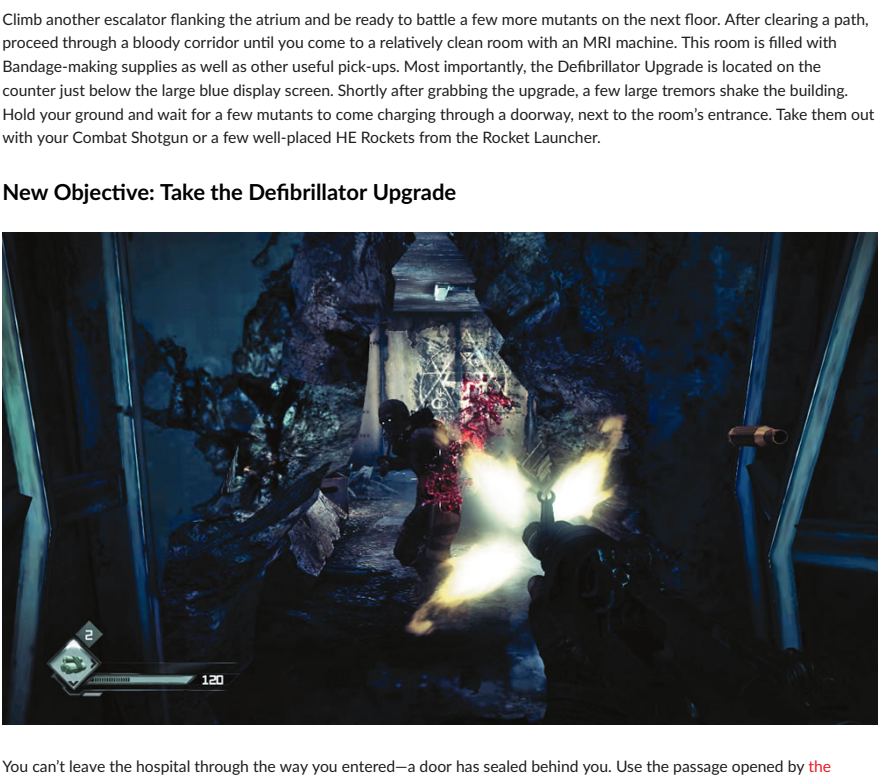
The mega mutant decides to retaliate by launching a few projectiles of his own. As he grabs chunks of debris from the nearby structure, a red laser is emitted from the top of the mutant's head. This is a targeting laser showing the impact point of the incoming debris. Get out of the way before you're smacked with a chunk of concrete. As you dodge the incoming debris, study the device on the mutant's chest—it flashes just before he throws. You need to hit this weak spot with another HE Rocket just before the mega mutant throws the debris. For best results, line up your shot prior to the mutant's throw so all you have to do is pull the trigger once the glowing device is exposed. It may take a few attempts before you score a hit. If you run low on ammo, return to the lower level and retrieve more HE Rockets from the dispenser.



After hitting the mega mutant in the chest, the creature approaches and attacks at close range with his fists. Once again, the targeting laser gives away the location of his intended attack. If the laser is pointing in your direction, move fast! Eventually the mega mutant gets frustrated and grabs the building with both hands, shaking the structure violently. As he does this, a large glowing spot appears atop his head. Hit this spot with an HE Rocket to stop his attack. You must repeat this circuit three times to defeat the mega mutant, hitting him in the chest, followed by hitting him in the head. After hitting the mega mutant in the head for the third time, he finally collapses. The tremble caused by the mega mutant's collapse opens a doorway on the lower level.

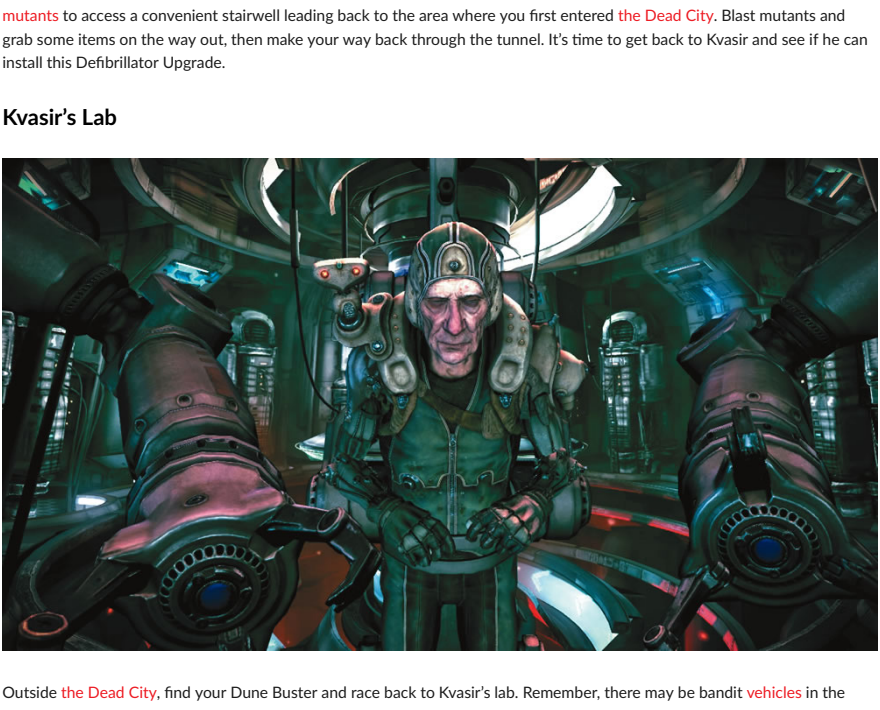


Follow the stairs and corridors to the hospital's main lobby, grabbing a few pick-ups along the way. There are also a few mutants roaming nearby, so keep your Combat Shotgun at the ready. In the lobby you encounter even more mutants, including a few slime mutants. Quickly dispatch them with the Combat Shotgun or, if you're low on ammo, the Rocket Launcher can put down the slime mutants with a single shot. Ascend the nearby escalator to confront more mutants, including a couple lobbing fireballs at you. Finish off the slime mutants first, and then deal with the fireball-launching threats on the walkways above.



Climb another escalator flanking the atrium and be ready to battle a few more mutants on the next floor. After clearing a path, proceed through a bloody corridor until you come to a relatively clean room with an MRI machine. This room is filled with Bandage-making supplies as well as other useful pick-ups. Most importantly, the Defibrillator Upgrade is located on the counter just below the large blue display screen. Shortly after grabbing the upgrade, a few large tremors shake the building. Hold your ground and wait for a few mutants to come charging through a doorway, next to the room's entrance. Take them out with your Combat Shotgun or a few well-placed HE Rockets from the Rocket Launcher.

New Objective: Take the Defibrillator Upgrade



You can't leave the hospital through the way you entered—a door has sealed behind you. Use the passage opened by the mutants to access a convenient stairwell leading back to the area where you first entered the Dead City. Blast mutants and grab some items on the way out, then make your way back through the tunnel. It's time to get back to Kvasir and see if he can install this Defibrillator Upgrade.

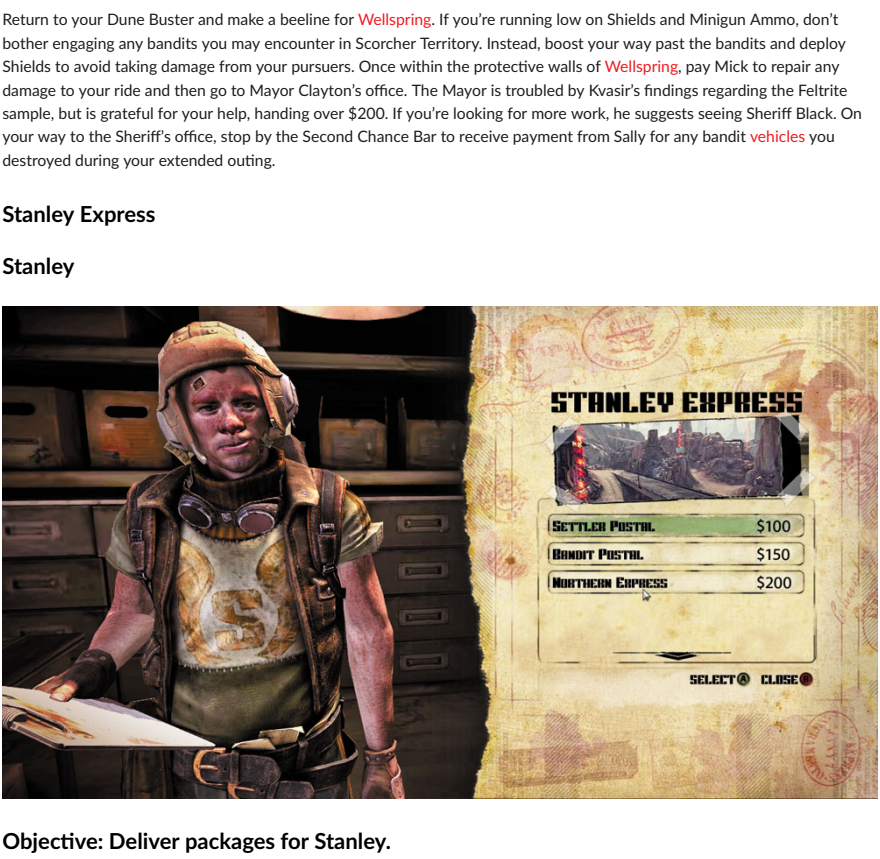
Kvasir's Lab

Outside the Dead City, find your Dune Buster and race back to Kvasir's lab. Remember, there may be bandit vehicles in the area when you first get back in your Dune Buster. Be ready to fend off these attackers or simply use boost to outrun them. Kvasir is happy to see you've made it back and wastes no time in installing the Defibrillator Upgrade. You now have twice the resurrection power. Kvasir tells you that despite your new upgrade, the Authority will catch up with you. He feels your future lies with the Resistance. While you were gone, Kvasir completed his analysis of the Feltrite sample. He says the bandits are refining the Feltrite into an explosive accelerator. Kvasir has neutralized the sample and wants you to deliver it back to Mayor Clayton.

Did you make it out of the Dead City in one piece? If so, you earn the It's Alive! achievement/trophy.

Wellspring

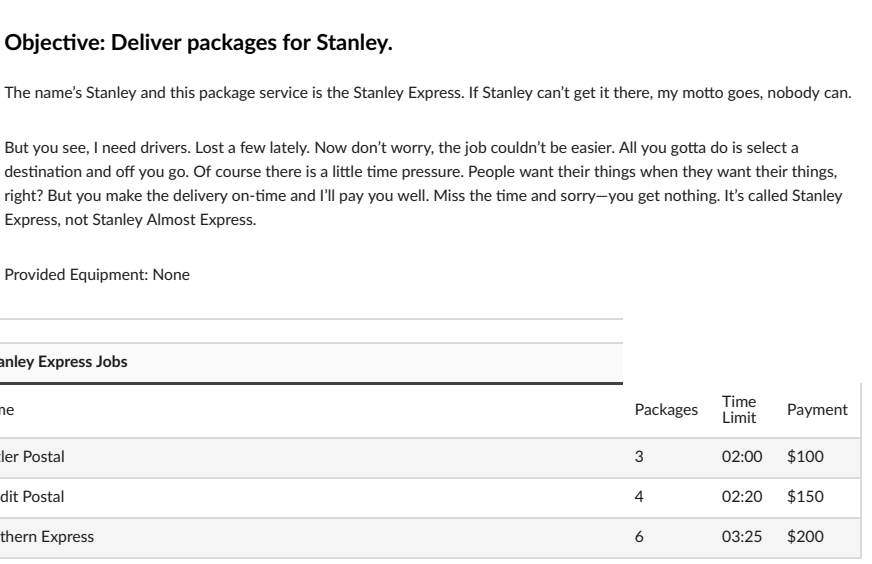
New Objective: Take the sample to Mayor Clayton



Return to your Dune Buster and make a beeline for Wellspring. If you're running low on Shields and Minigun Ammo, don't bother engaging any bandits you may encounter in Scorcher Territory. Instead, boost your way past the bandits and deploy Shields to avoid taking damage from your pursuers. Once within the protective walls of Wellspring, pay Mick to repair any damage to your ride and then go to Mayor Clayton's office. The Mayor is troubled by Kvasir's findings regarding the Feltrite sample, but is grateful for your help, handing over $200. If you're looking for more work, he suggests seeing Sheriff Black. On your way to the Sheriff's office, stop by the Second Chance Bar to receive payment from Sally for any bandit vehicles you destroyed during your extended outing.

Stanley Express

Stanley



STANLEY EXPRESS

Settler Postal $100
Bandit Postal $150
Northern Express $200

Objective: Deliver packages for Stanley.

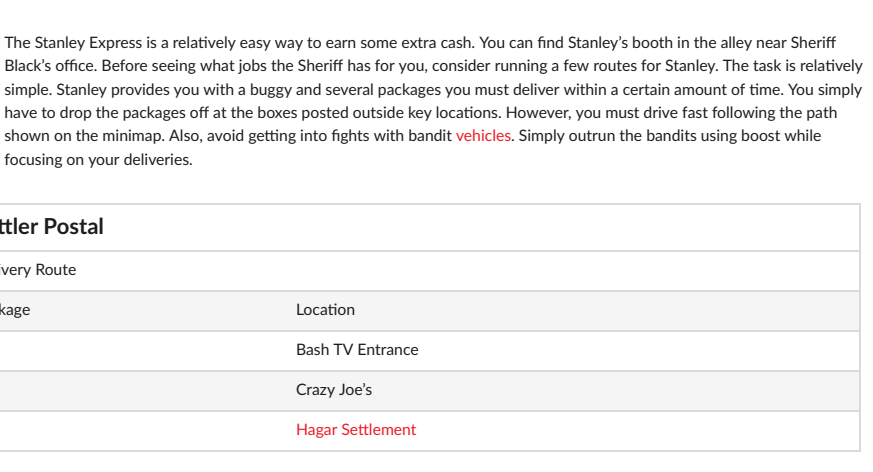
The name's Stanley and this package service is the Stanley Express. If Stanley can't get it there, my motto goes, nobody can.

But you see, I need drivers. Lost a few lately. Now don't worry, the job couldn't be easier. All you gotta do is select a destination and off you go. Of course there is a little time pressure. People want their things when they want their things, right? But you make the delivery on-time and I'll pay you well. Miss the time and sorry—you get nothing. It's called Stanley Express, not Stanley Almost Express.

Provided Equipment: None

Stanley Express Jobs

Name	Packages	Time Limit	Payment
Settler Postal	3	02:00	$100
Bandit Postal	4	02:20	$150
Northern Express	6	03:25	$200

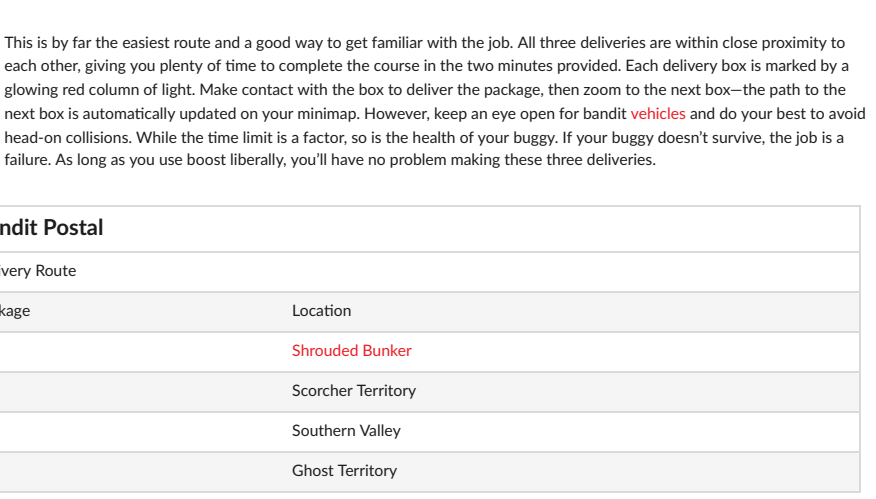


The Stanley Express is a relatively easy way to earn some extra cash. You can find Stanley's booth in the alley near Sheriff Black's office. Before seeing what jobs the Sheriff has for you, consider running a few routes for Stanley. The task is relatively simple. Stanley provides you with a buggy and several packages you must deliver within a certain amount of time. You simply have to drop the packages off at the boxes posted outside key locations. However, you must drive fast following the path shown on the minimap. Also, avoid getting into fights with bandit vehicles. Simply outrun the bandits using boost while focusing on your deliveries.

Settler Postal

Delivery Route

Package	Location
1	Bash TV Entrance
2	Crazy Joe's
3	Hagar Settlement

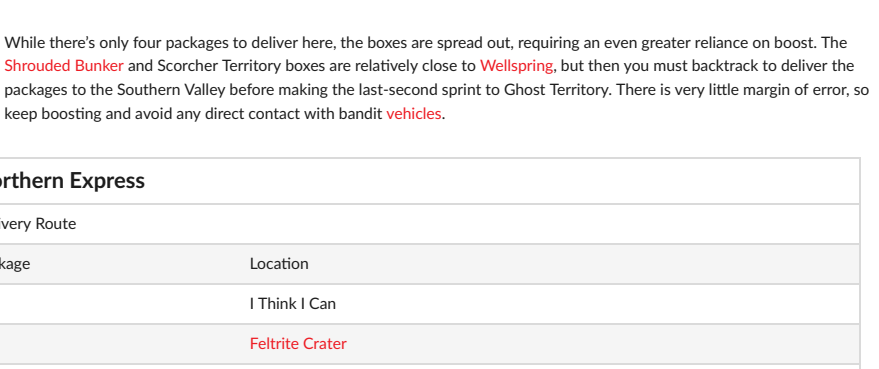


This is by far the easiest route and a good way to get familiar with the job. All three deliveries are within close proximity to each other, giving you plenty of time to complete the course in the two minutes provided. Each delivery box is marked by a glowing red column of light. Make contact with the box to deliver the package, then zoom to the next box—the path to the next box is automatically updated on your minimap. However, keep an eye open for bandit vehicles and do your best to avoid head-on collisions. While the time limit is a factor, so is the health of your buggy. If your buggy doesn't survive, the job is a failure. As long as you use boost liberally, you'll have no problem making these three deliveries.

Bandit Postal

Delivery Route

Package	Location
1	Shrouded Bunker
2	Scorcher Territory
3	Southern Valley
4	Ghost Territory

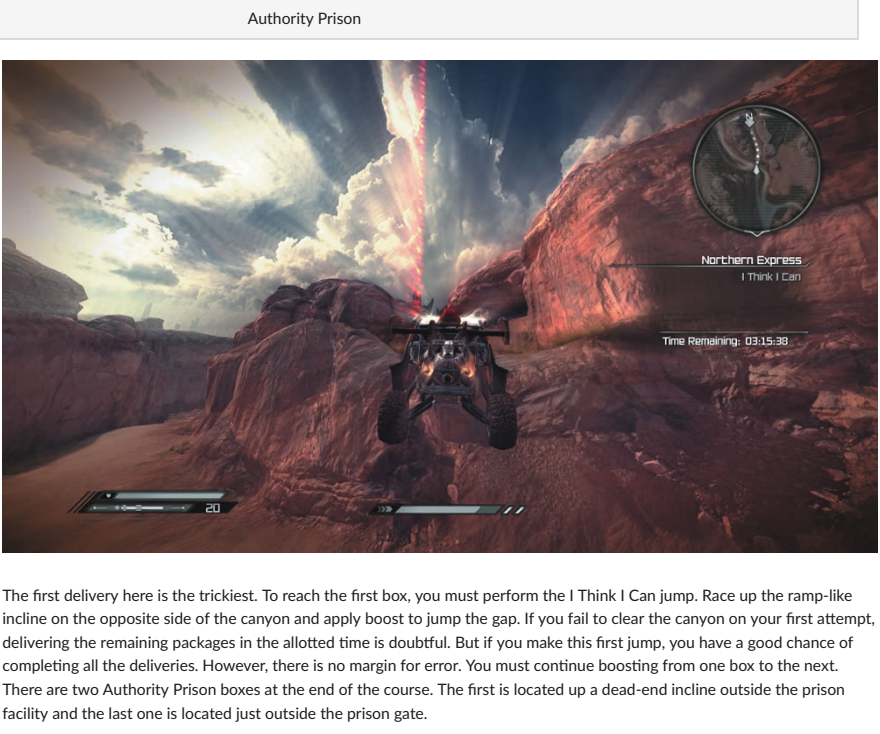


While there's only four packages to deliver here, the boxes are spread out, requiring an even greater reliance on boost. The Shrouded Bunker and Scorcher Territory boxes are relatively close to Wellspring, but then you must backtrack to deliver the packages to the Southern Valley before making the last-second sprint to Ghost Territory. There is very little margin of error, so keep boosting and avoid any direct contact with bandit vehicles.

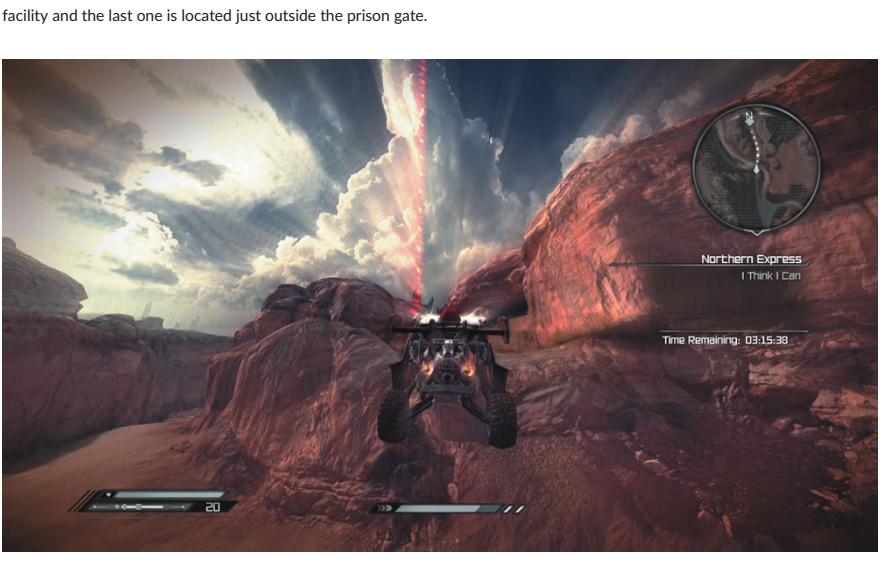
Northern Express

Delivery Route

Package	Location
1	I Think I Can
2	Feltrite Crater
3	Doctor Kvasir
4	Northern Watch Tower
5	Authority Prison
6	Authority Prison



The first delivery here is the trickiest. To reach the first box, you must perform the I Think I Can jump. Race up the ramp-like incline on the opposite side of the canyon and apply boost to jump the gap. If you fail to clear the canyon on your first attempt, delivering the remaining packages in the allotted time is doubtful. But if you make this first jump, you have a good chance of completing all the deliveries. However, there is no margin for error. You must continue boosting from one box to the next. There are two Authority Prison boxes at the end of the course. The first is located up a dead-end incline outside the prison facility and the last one is located just outside the prison gate.



Tip

While it's a good idea to avoid contact with bandit vehicles during Stanley Express jobs, don't miss the chance to fire rockets when trailing behind enemy vehicles. As long as your target doesn't take you off course, feel free to engage these vehicles. Any bandit vehicles you destroy during these jobs will earn you cash from Sally, assuming you agreed to do the Sally's Bounty job. After each route, be sure to check in with Sally to receive payment.

Wasteland

Cuprino Needed

- **JOBS**
  - Cuprino Needed
  - Dusty 8 Sponsorship
  - Mutant Bash TV
  - Win the Dusty 8
  - Starky's Challenge

Sheriff Black

CUPRINO NEEDED

Got a problem, and I believe you might be the man for the job.

But first, you need to get your hands on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

ACCEPT Ⓐ
CLOSE Ⓑ

Objective: Win a Cuprino in the races.

Got a problem, and I believe you might be the man for the job.
But first, you need to get your hand on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

Provided Equipment: None

Reward: None

New Objective: Speak with Jackie Weeks

Sheriff Black needs you to run some supplies to the north. But he won't let you do it in your Dune Buster—you'll need a Cuprino. After speaking with the Sheriff, go see Jackie Weeks. Jackie would love to add you as a racer in the Dusty 8 Sponsored Event, but the race is only open to drivers with sponsorships. Thankfully he happens to know someone who just might be interested in sponsoring you. . .

Dusty 8 Sponsorship

Jackie Weeks

DUSTY 8 SPONSORSHIP

So you're looking for a better set of wheels? Well, we've got just the race for you.

The Dusty 8 Sponsored Event mixes in a little promotion with all that speed and mayhem. You wanna race, you'll need a sponsor. Lucky for you, I hear JK Stiles, the producer of Mutant Bash TV, is looking for a driver. You can find him West of town at the other end of the Southern Highway.

Objective: Get a Certificate of Sponsorship

So you're looking for a better set of wheels? Well, we've got just the race for you.

The Dusty 8 Sponsored Event mixes in a little promotion with all that speed and mayhem. You wanna race, you'll need a sponsor. Lucky for you, I hear JK Stiles, the producer of Mutant Bash TV, is looking for a driver. You can find him west of town at the other end of the Southern Highway.

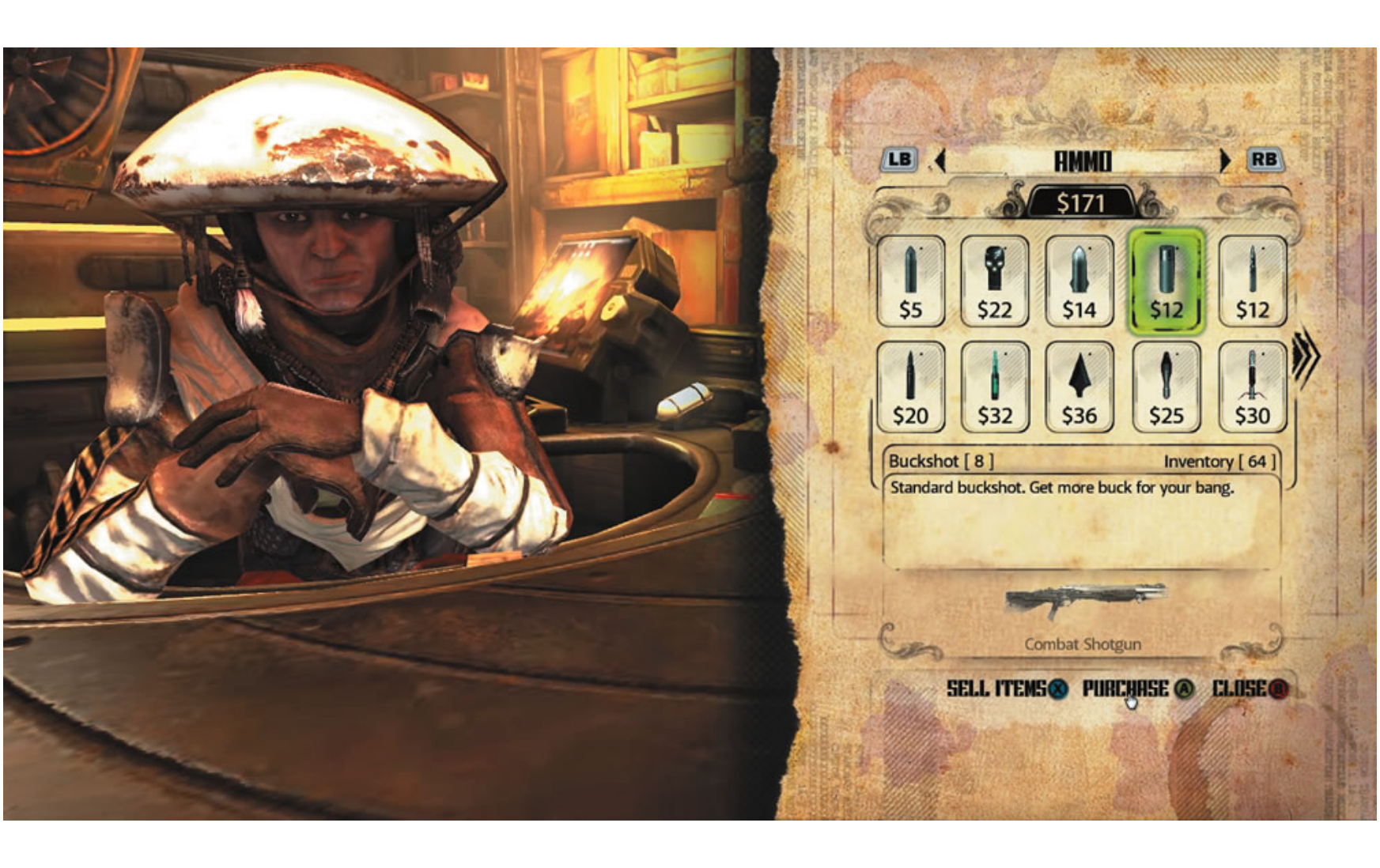
Get JK Stiles's Sponsorship Letter, then come back and see me.

Provided Equipment: None

Reward: None

New Objectives:

- Head west to the Mutant Bash Studio
- Get a Sponsorship from JK Stiles



Standard buckshot. Get more buck for your bang.

Before leaving Wellspring for the Mutant Bash Studio, visit Rusty and Coffer to stock up on supplies and ammo. At Rusty's, be sure to grab some Minigun Ammo and Shields, as well as any other offensive items you can afford. Your trek through the Dead City has probably depleted most of your weapon ammo. Before buying anything from Coffer, sell off any extra junk you're carrying, like Small Objects and Books. Now load up on ammo for all your weapons. Be sure you have at least 64 rounds of Buckshot before leaving town—your Combat Shotgun is the best weapon for your upcoming appearance on Mutant Bash TV. Stock up on Steel AR Rounds for your Assault Rifle, too.

Now head to Mick's garage and prepare your Dune Buster for the journey west. If you haven't already, make sure your vehicle is fully repaired. Also, be sure to assign any items you've bought (like Shields and Drop Mines) to the quick use slots before exiting Wellspring. Follow the path marked on the minimap to travel to the Mutant Bash Studio. Not far into Wasted Territory, you'll probably come under attack by more bandit vehicles. It's highly advisable to finish off every bandit vehicle before completing your journey, otherwise they'll chase you right up to the entrance of the Mutant Bash Studio. If you don't feel like fighting, park your Dune Buster outside the studio and make a dash for the entrance. Just because you're outside your vehicle doesn't mean the bandits will stop their attack.

New Objective: Ask JK Stiles about Sponsorship

After entering the studio, walk up the short set of steps. JK Stiles is sitting behind a large bank of monitors. He suddenly spins around and welcomes you. JK already knows why you're here and has worked out a deal in advance. He'll give you the sponsorship you need if you agree to be a contestant in his next broadcast of Mutant Bash TV.

Mutant Bash TV

JK Stiles

THE RE-RUN

You ready to star in another episode?

It's the same game as the first time, only it's a little more challenging. But for a contestant like you, no problem. So how about it, you ready for the next episode?

If you survive, I've got big money prizes for you.

ACCEPT Ⓐ
DECLINE Ⓑ

Objective: Survive Mutant Bash TV

Let me guess. You need a sponsor?

Sure I'll sponsor you. You just need to make it through my show alive. The game is simple, kill or be killed. Make it to the end of my little arena and you win.

Give me a good show, and I'll give you a Sponsorship Letter.

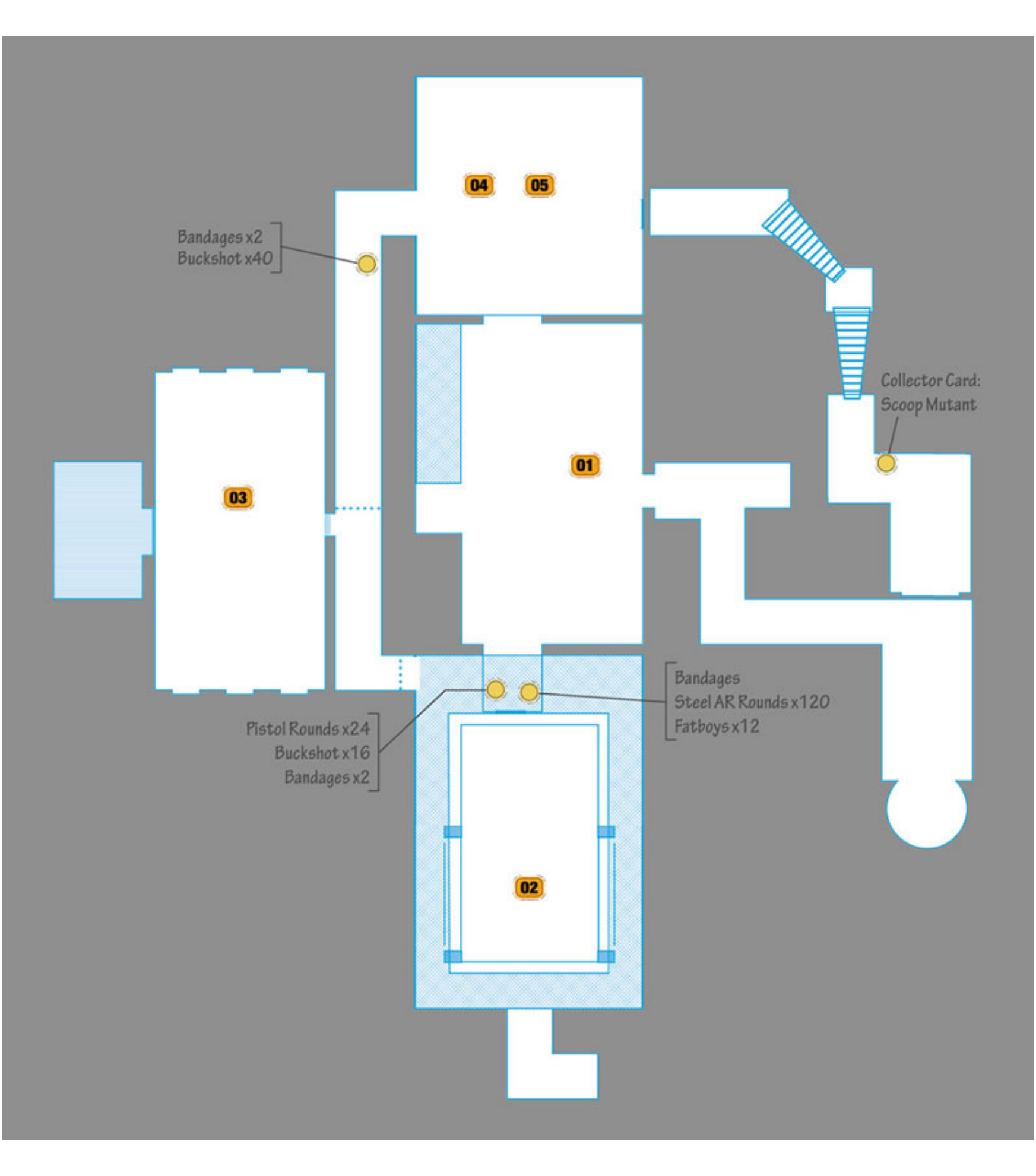
Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Certificate of Sponsorship	1
	JK Stiles (Collector Card)	1
	Dollars	TBD*

* = cash payout determined by performance

Mutant Bash TV



Arena 1: Chamber of Laughs

In Mutant Bash TV you must survive five rounds of combat against waves of mutants. Before entering the first arena, equip Bandages as your quick use item. If you're low on Bandages, now's a good time to make some more. Once you're ready to fight, walk through the corridor until you come to the first arena, called Chamber of Laughs. In this arena you have 1 minute and 45 seconds to eliminate 20 mutants. Some of the mutants attack with clubs, while others attack by throwing daggers. Keep moving while blasting mutants with your Combat Shotgun—you get $3 per kill. During the final wave, four tall columns rise from the floor, each topped by a fireball-tossing mutant. Circle around the arena blasting these elevated mutants as well as any on the floor. If necessary, switch to your Assault Rifle to deal with these more distant targets. Remember, if you take heavy damage, quickly apply a Bandage to heal yourself. Keep blasting mutants until the arena is clear. At the end of the round, a score sheet appears on-screen showing you how much money you've made. You're awarded money for accuracy, the number of kills, and the time in which you've completed the round.

AMMO
AMMO
6
38

Tip

Before boarding the lift to the next arena, be sure to stock up on ammo and Bandages. These supplies are located on shelves flanking the lift.

Arena 2: Jungle Gym

Jungle Gym
Time: 00:31:64
Phase Money: 25
Par Time: 01:00:00
8
43

In Jungle Gym, a large blue gorilla obstacle covered in spikes and blades travels along a path circling the perimeter of the arena. Needless to say, avoid contact with this hazard by staying in the center of the arena at all times. Initially, the mutants brachiate along a series of logs suspended from the ceiling. Shoot them before they drop to the floor, where their movements become less predictable. After each kill, spin around and scout your surroundings to pick off any mutants that may be sneaking up on you. There are only ten mutants in this group, so it doesn't take long to finish them all off. After reviewing your score sheet, follow the adjoining corridor to the next arena.

Arena 3: Bonus Round

Bonus Round
Time: 00:00:00
Phase Money: 0
Par Time: 00:00:00
8
134

At the start of the Bonus Round, take aim at the circular target below the slot machine-like prop. Shoot the target beneath each wheel to make it stop. Switch to your Settler Pistol for this sequence and try to line up three identical dollar sign symbols on the slot machine. You get $1 for every dollar sign that stops on the line. If you match all three triple-dollar signs, you earn a $9 bonus. Skull icons earn you nothing. This is a relatively easy way to score some extra cash. Whether you hit the jackpot or not, be ready to take on more mutants. Quickly switch to your Combat Shotgun and blast the attackers that come rushing out of the hatches flanking the slot machine prop. You have 45 seconds to eliminate six mutants. Afterward, follow the corridor to the next arena.

Arena 4: Tickle Me Mutant

The floor of this arena is filled with holes. Meanwhile, three spotlights scan the floor from above. When the spotlight turns red and pauses, spikes thrust out of the holes in the floor where a red spotlight is shining. So in addition to dodging mutants, you must also keep an eye on those spotlights and be ready to move out of the way to avoid getting impaled by the spikes. Stay near the perimeter of the arena and keep moving while blasting mutants with your Combat Shotgun. If a mutant is about to be impaled by spikes, shoot them before the spikes steal your kill.

Tip

To the left when you enter this room, there's an image on the wall of a ship under attack by a tentacled creature. Shoot the three lights on the tentacles, from right to left, to activate a secret minigame: the Dopefish will appear swimming through the water three times; you can earn $200 each time he appears by shooting him. The $600 you could earn will make earning the Bringin' Home the Bacon Achievement much easier!

Gladiator Challenge<

Gladiator Challenge
Time: 00:19:55
Phase Money: 0
Par Time: 01:00:00
5
330

Immediately following Tickle Me Mutant, the final Gladiator Challenge begins in the same arena. While you don't have to worry about the floor spikes this time, you do have an even bigger threat—a tentacle mutant. Immediately switch to your Assault Rifle and be ready to move out of the way as the tentacle mutant makes its entrance. This mutant is just like the one you encountered in the Dead City. Open fire with the Assault Rifle while making evasive movements to avoid getting slapped by its tentacle-like arm. Keep your Bandages at the ready and apply one if you get hit by the tentacle mutant's slimy appendage. You only have one minute to drop this guy, so consider bringing out the Rocket Launcher if time is getting short. Once the tentacle mutant is dead, proceed through the adjoining corridor to reach the victor's podium stopping to pick up the Scoop Mutant card along the way. Here you're given a summary of your performance, as well as how much you've earned. As you can see, Mutant Bash TV is a great way to score a big payday.

Gladiator / Bringin' Home the Bacon

Successfully completing Mutant Bash TV unlocks the Gladiator achievement/trophy. But this isn't the only award associated with Mutant Bash TV. If you completed an episode with $750 or more, you unlock the Bringin' Home the Bacon achievement/trophy. To maximize the cash payout, finish off the mutants as quickly as possible with optimal accuracy. If you didn't get $750 the first time, try it again. You can play Mutant Bash TV as many times as you like, making it a relatively easy way to earn some big money. Just make sure you have plenty of ammo and Bandages before starting again.

Wellspring

New Objective: Show the Certificate to Jackie Weeks

Wellspring Speedway
RACES

JK Stiles is thrilled by your performance and happily hands over a Certificate of Sponsorship. You also acquire the JK Stiles collector card, for use in Hendrick's card game back at the Second Chance Bar. You now have everything you need to enter the Dusty 8 Sponsored Event. Return to Wellspring and talk to Jackie Weeks.

Win the Dusty 8

Jackie Weeks

DUSTY 8 SPONSORSHIP

So you're looking for a better set of wheels? Well, we've got just the race for you.

The Dusty 8 Sponsored Event mixes in a little promotion with all that speed and mayhem. You wanna race, you'll need a sponsor. Lucky for you, I hear JK Stiles, the producer of Mutant Bash TV, is looking for a driver. You can find him West of town at the other end of the Southern Highway.

Objective: Win the Dusty 8 Event

I hope you can drive as well as you shoot.

I see you earned your Sponsorship Letter. It's been a long time since JK had a driver in the Dusty 8 Sponsored Event. Now go see Slim, and good luck to you.
Win the race, and that Cuprino is yours.

Provided Equipment: None

Reward: Cuprino

5
01:33:63
3/3
1st

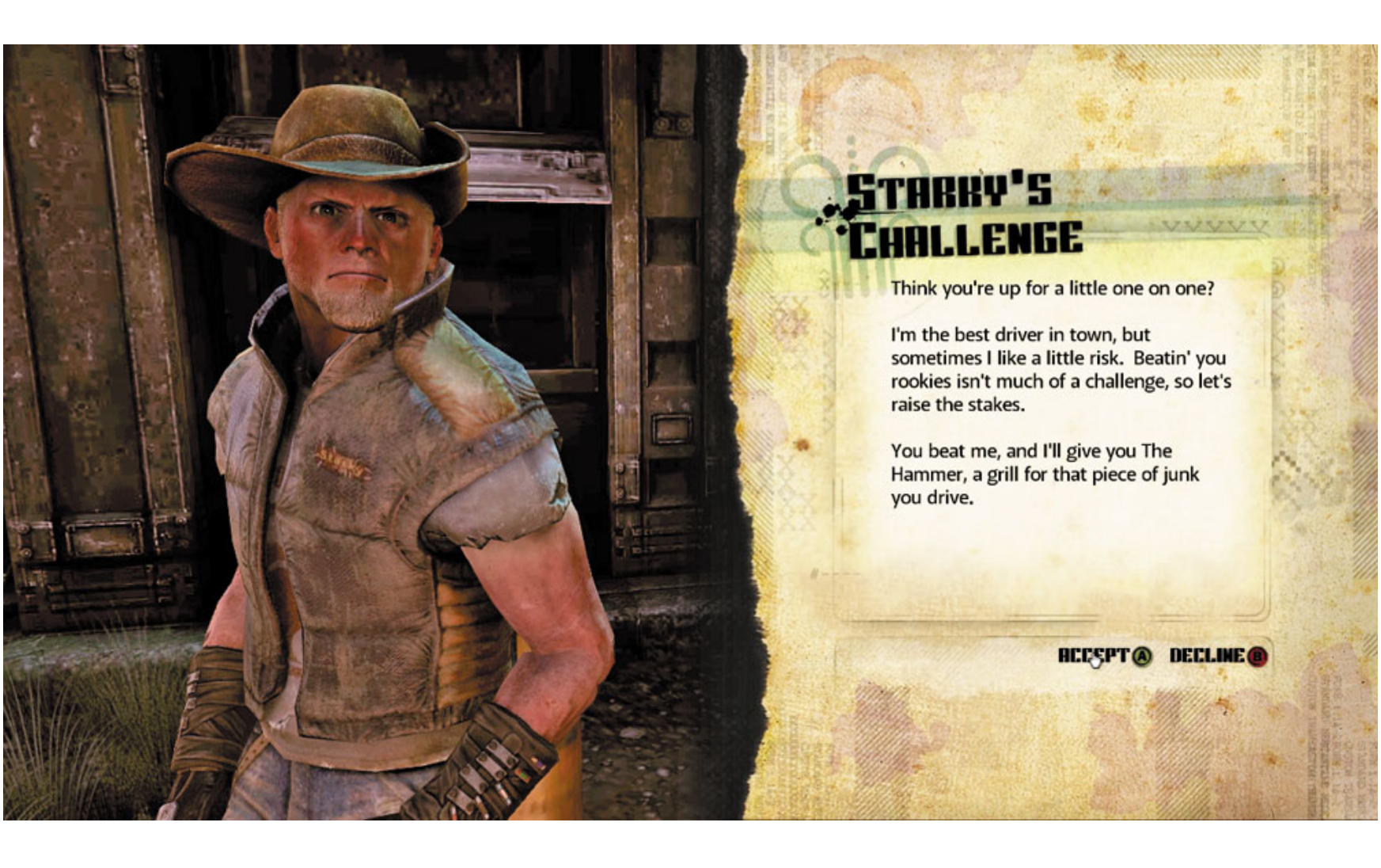
Talk to Slim and choose the Sponsored Event to begin the race. JK Stiles's sponsorship has provided you with a customized buggy sporting Monster Bash TV logos. This race is three laps long and pits you against three other drivers. As in the time trial, there are several boost tank pick-ups scattered throughout the track. Gather these pick-ups to keep boost active for prolonged durations. If you have trouble staying ahead of the pack, deploy the Monter Bash TV weapon mapped to the quick use slot. This weapon is unique to the Bash TV vehicle and is amazingly powerful. Any vehicle in front of you, within a long distance, is destroyed, making this race much easier. This is the best way to stay ahead of the pack. If you're relatively new to the Dusty 8, spend the first lap getting familiar with the course. Follow closely behind the lead driver to learn the best ways to maneuver each turn and straightaway. When you feel comfortable, boost ahead and take the lead. But don't underestimate the racing skills of your AI opponents. If it's a tight race as you approach the finish line, save your boost until the very end and boost all the way to the front of the pack for the win. If you place less than first place, you can retry and run the race again until you get the checkered flag. Winning earns you a Cuprino, a larger vehicle with better armor and more weapon mounts than your Dune Buster. The Cuprino can be found in your garage along with your other vehicles.

New Objective: Return to Sheriff Black

Now that you have a Cuprino, head toward Sheriff Black's office. Consider stopping by Rusty's along the way. Now's a good time to spend some of those racing certificates on your new ride. The Cuprino already comes equipped with Miniguns and C3C Rocket Launchers. If you have more racing certificates, consider buying spiked tires and a ramming grill such as the Hammer. While you're at Rusty's, stock up on Shields, Drop Mines, and any other items you like to use during vehicular combat. When you're finished spending your racing certificates, head to the Sheriff's office to get a new job.

Starky's Challenge

Starky



STARKY'S CHALLENGE

Think you're up for a little one on one?

I'm the best driver in town, but sometimes I like a little risk. Beatin' you rookies isn't much of a challenge, so let's raise the stakes.

You beat me, and I'll give you The Hammer, a grill for that piece of junk you drive.

Objective: Beat Starky to the finish line.

Think you're up for a little one-on-one?

I'm the best driver in town, but sometimes I like a little risk. Beatin' you rookies isn't much of a challenge, so let's raise the stakes.

You beat me, and I'll give you the Magnum, a grill for that piece of junk you drive.

Provided Equipment: None

Reward

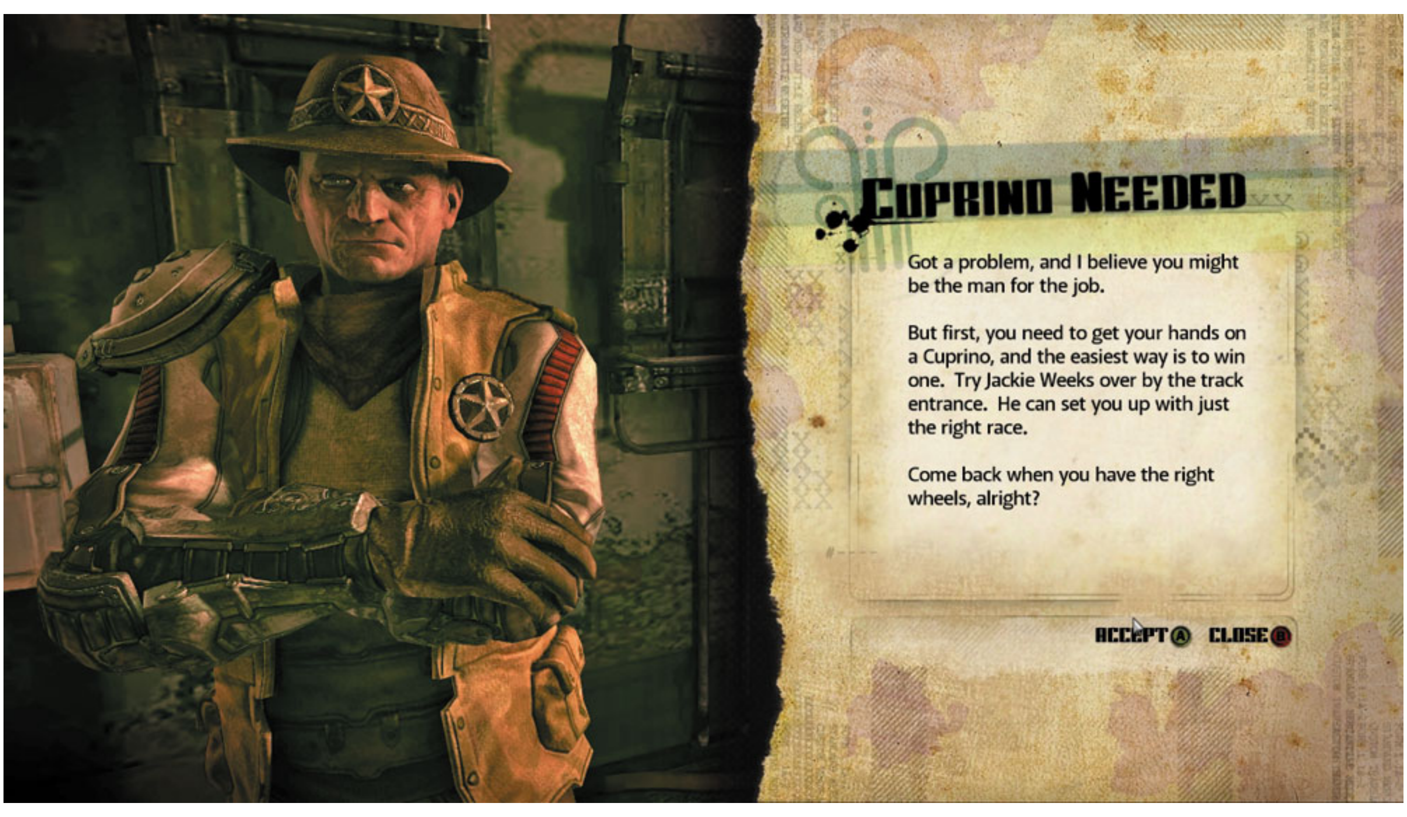
ICON	ITEM	QUANTITY
	The Magnum	1

2
01:47:13
3/3
1st

Instead of buying a ramming grill from Rusty, you can win one by beating Starky in a quick race on the Dusty 8 track. You can find Starky hanging out near Jackie Weeks—Starky is the guy wearing a cowboy hat. In this race it's your Cuprino against Starky's heavily armored Monarch. Your Cuprino has the edge in terms of speed and maneuverability, so boost early and often to stay ahead of Starky's tank-like ride. If Starky is riding your tail, deploy one of the Drop Mines in an effort to give you a bit more breathing room. Drop Mines will barely make a dent in Starky's Monarch, but hitting one may cause him to slow down, giving you a stronger lead. As you near the checkered flag at the end of the third lap, be ready to boost all the way to the finish line to secure the win and the Magnum ramming grill. If you happen to lose the race, you can restart and try again.

Resupply the Watchtower

Sheriff Black



CUPRINO NEEDED

Got a problem, and I believe you might be the man for the job.

But first, you need to get your hands on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

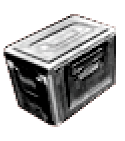
Objective: Deliver these supplies to the Northern Watch Tower.

The Northern Watch Tower needs to be resupplied, but the bandits aren't making it easy.

Now that you've got a Cuprino, you need to run the supplies up to the men at the Northern Watch Tower. My men can't hold out forever.

Help my guys, and I'll give you a little something for your effort.

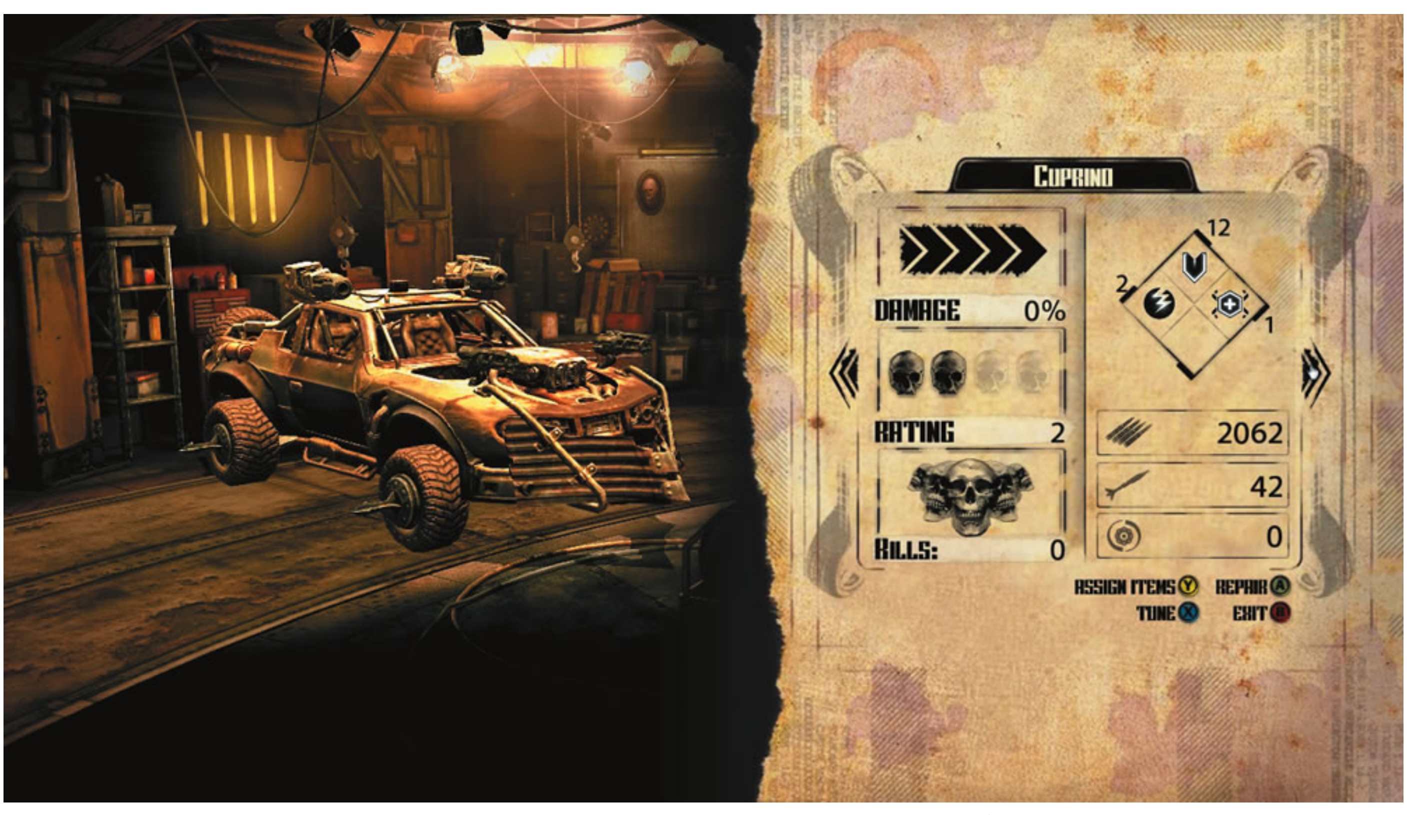
Provided Equipment

ICON	ITEM	QUANTITY
	Tower Supplies	1

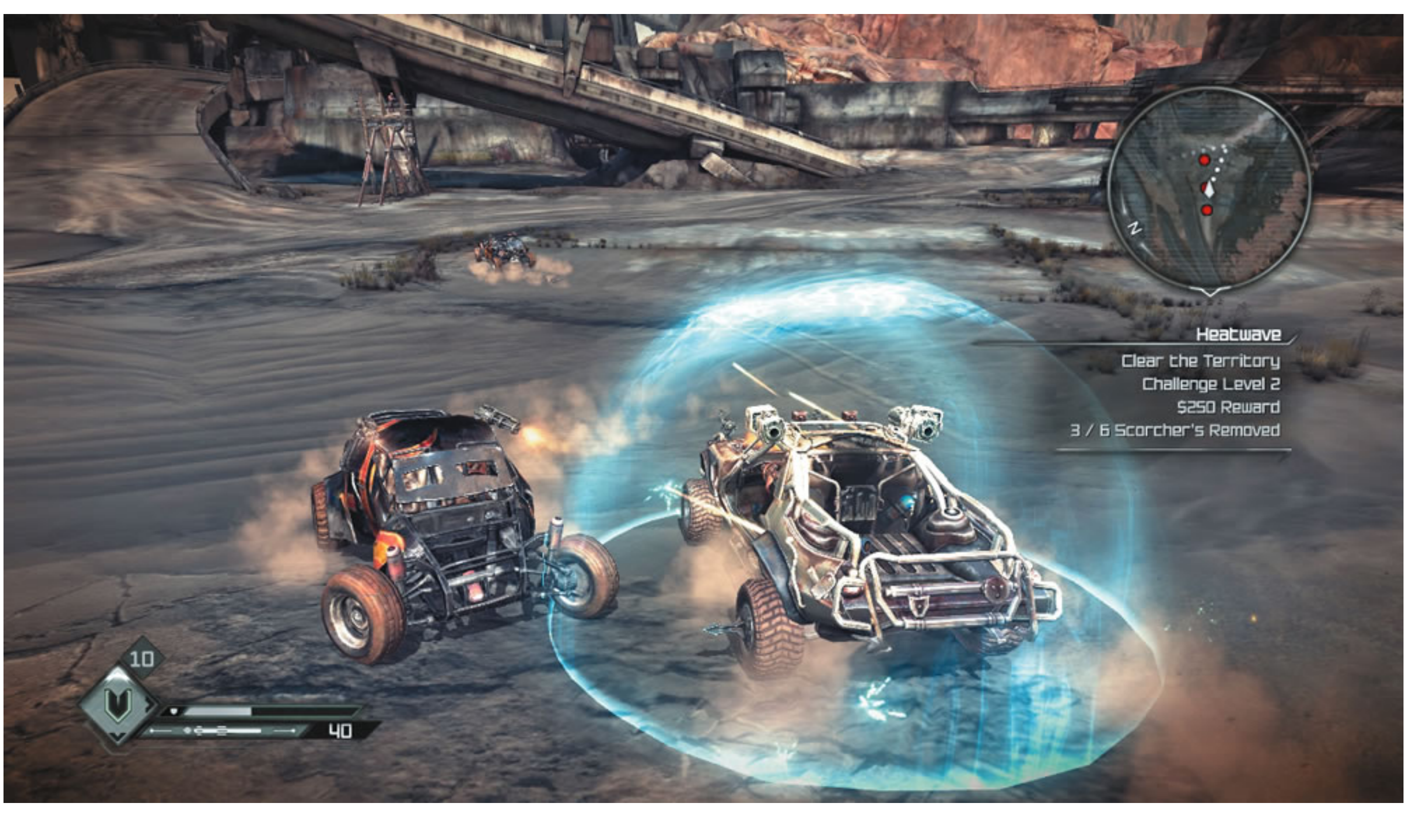
Reward

Icon	Item	Quantity
	Dollars	175

New Objective: Head north and west to the Watch Tower



Before leaving Wellspring, take a moment to check out your new Cuprino waiting in Mick's garage. Like the Dune Buster, you can assign quick use items and apply any new parts through the tune option. By default, any new parts purchased are automatically added to your Cuprino. If you purchased a ramming grill or spiked tires back at Rusty's, it is already installed by the time you get to Mick's garage. When you're finished admiring your new ride, exit the garage to take it for a spin.



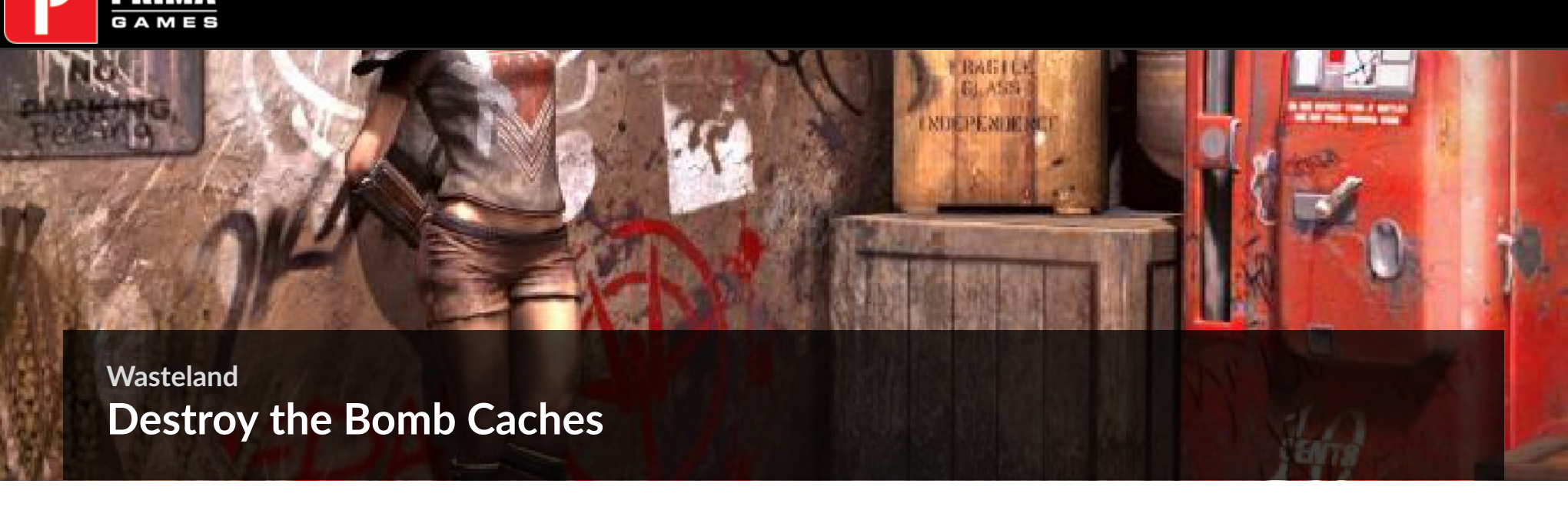
The first thing you'll notice about the Cuprino is that it has two primary weapons. Use the weapon select button/key to toggle between the Miniguns and C3C Rocket Launchers. The currently selected weapon appears in the gray bar in the bottom left corner of the screen. The Miniguns are represented by three bullet icons and the Rocket Launchers are indicated by a rocket icon. Get ready to face some bandit vehicles when you reach Scorcher Territory. The Cuprino is heavy, and as a result, not as maneuverable as the bandit buggies. While the Cuprino has more armor than your Dune Buster, the damage adds up fast when ganged up on by bandits, so when you're taking fire, immediately deploy Shields. Rely on your rockets to inflict heavy damage on the enemy vehicles. As with the Miniguns, you must have a target selected and in front of you before you can score a hit with the rockets. Once a target is selected, the rockets will home in on the enemy vehicle once fired. However, avoid firing rockets if the enemy vehicle has deployed Shields—wait until the Shields have worn off before firing. The Cuprino's added armor is always welcome, but learning to maneuver this heavy vehicle in combat takes some practice. Consider backing up along one of the on-ramps, allowing the bandit vehicles to chase you. This allows you to keep your forward facing weapons pointed at the enemy while preventing flanking attacks.

New Objectives:

- Give the supplies to the guard
- Return to Sheriff Black

The Northern Watch Tower isn't far from Scorcher Territory. Once you've wiped out the bandits, follow the highway marked on the minimap to reach your objective. At the Watch Tower, exit your Cuprino and walk over to Curtis, the guard standing watch. Once Curtis thanks you for the supplies, your work here is complete. Hop back in the Cuprino and head back to Sheriff Black in Wellspring.

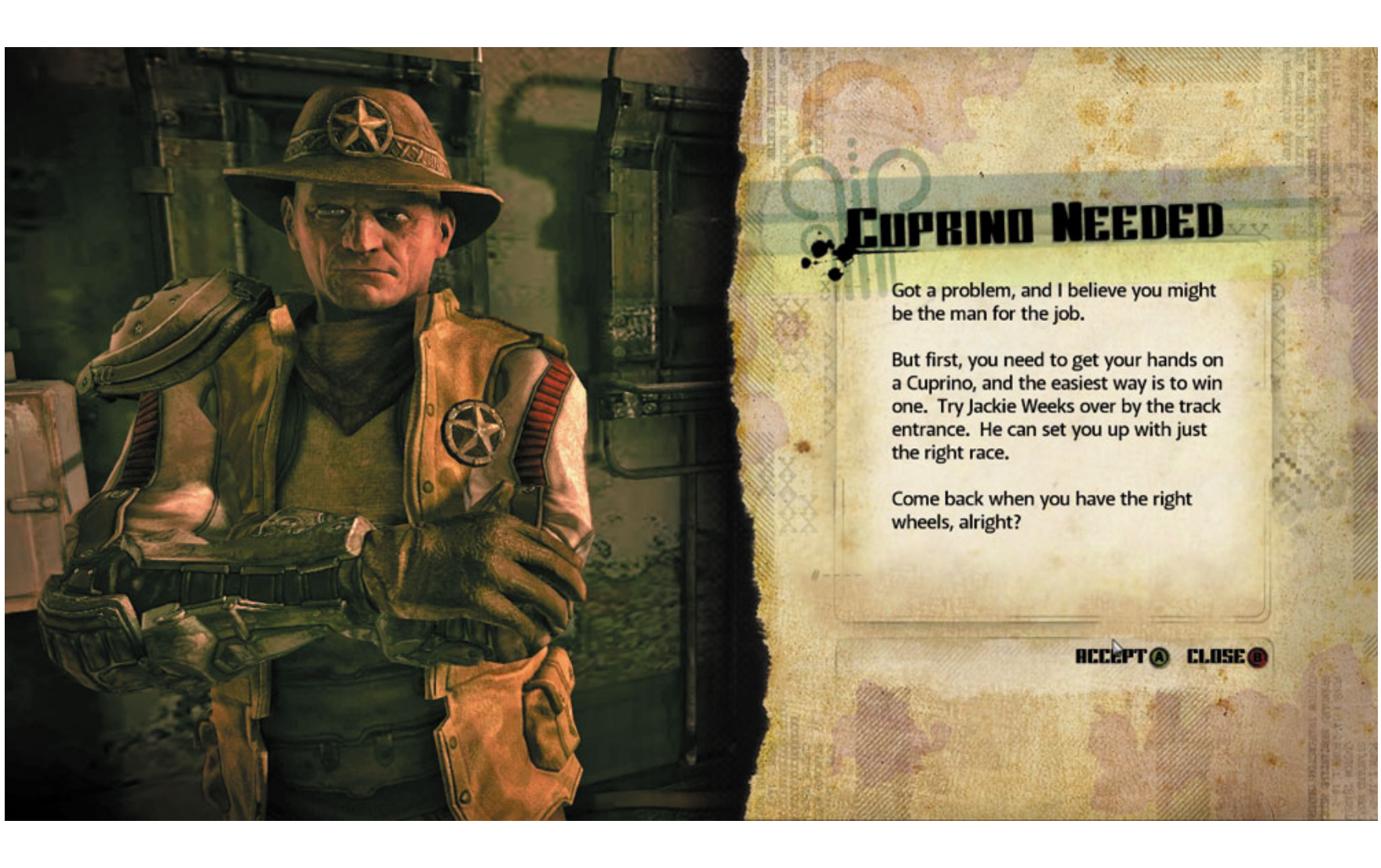
During the drive back to Wellspring, watch out for bandit activity near the Shrouded Clan Bunker. The bandits here operate Remote Controlled Bomb Cars that detonate if they get close to your vehicle. These RC Bomb Cars can be destroyed with your Miniguns once targeted, but if one gets behind you, simply boost to avoid taking damage from the inevitable detonation. Eliminate any bandits and then get back to Mick's garage in Wellspring. Have Mick fix any damage to your Cuprino. On your way to the Sheriff's office, be sure to see Sally in the Second Chance Bar to receive payment for any bandit vehicles you destroyed. Sheriff Black has some money for you too, paying you $175 for the delivery of the supplies to the Northern Watch Tower. But the Sheriff isn't finished with you yet. He has another job for you....



Wasteland

Destroy the Bomb Caches

Sheriff Black



CUPRINO NEEDED

Got a problem, and I believe you might be the man for the job.

But first, you need to get your hands on a Cuprino, and the easiest way is to win one. Try Jackie Weeks over by the track entrance. He can set you up with just the right race.

Come back when you have the right wheels, alright?

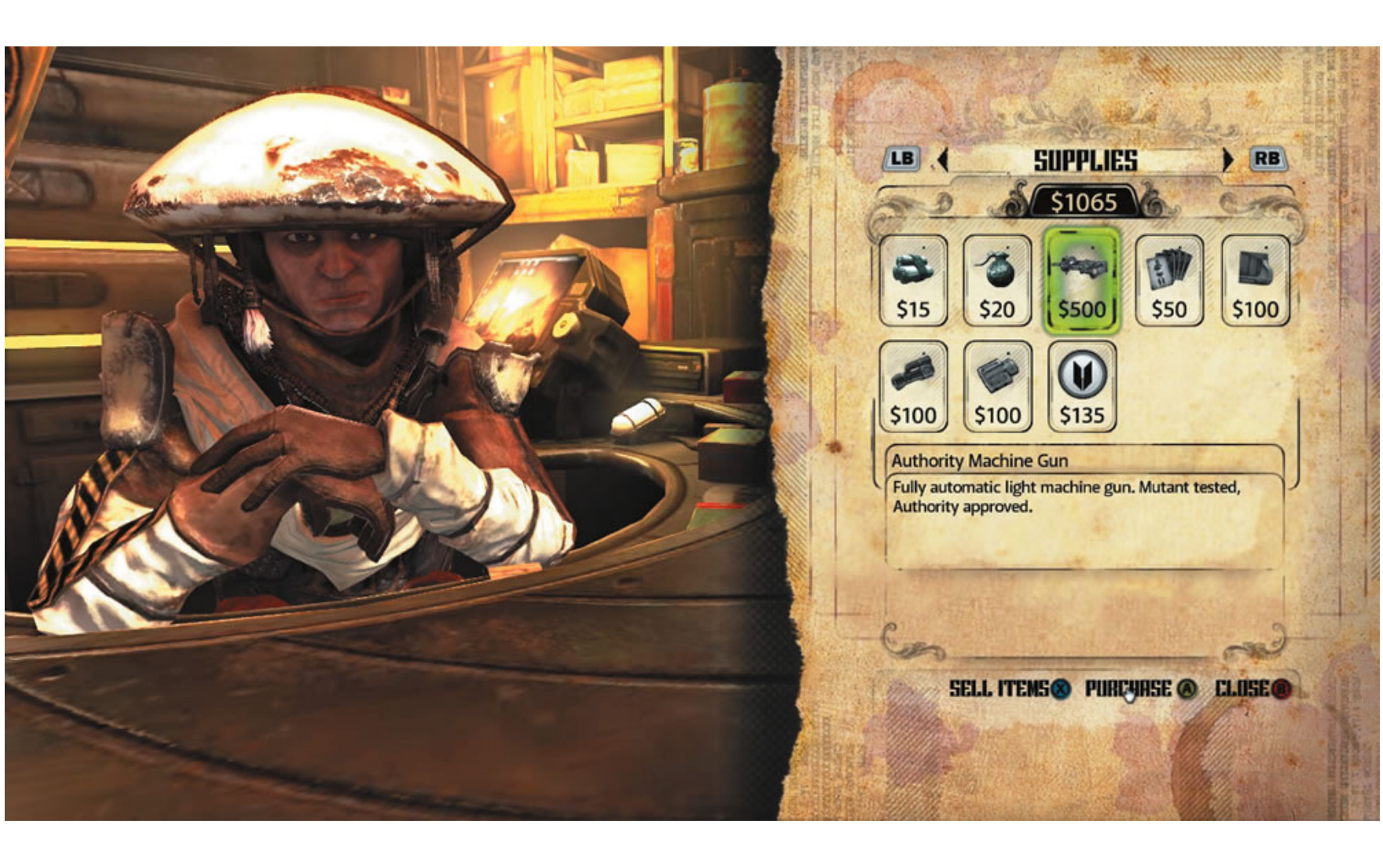
Objective: Destroy the Bomb Caches

Those damn Remote Controlled Bomb Cars are really causing troubles in the canyon up north.

One of my men uncovered the plans for the damn things. Here, take this schematic, build yourself some RC Bomb Cars, and use them to destroy any bomb-making caches. The Shrouded Bunker is at the northern end of the canyon. Destroy the Shrouded Clan's bomb caches, and I'll make it worth your while.

Provided Equipment		
ICON	ITEM	QUANTITY
	RC Bomb Car Schematic	1
	RC Car Kit	3
	Explosive Pack	2
	Small Battery Pack	2
	Nanotrite Conduit	2
Reward		
Icon	Item	Quantity
	Dollars	225

New Objective: Head to the Shrouded Bunker



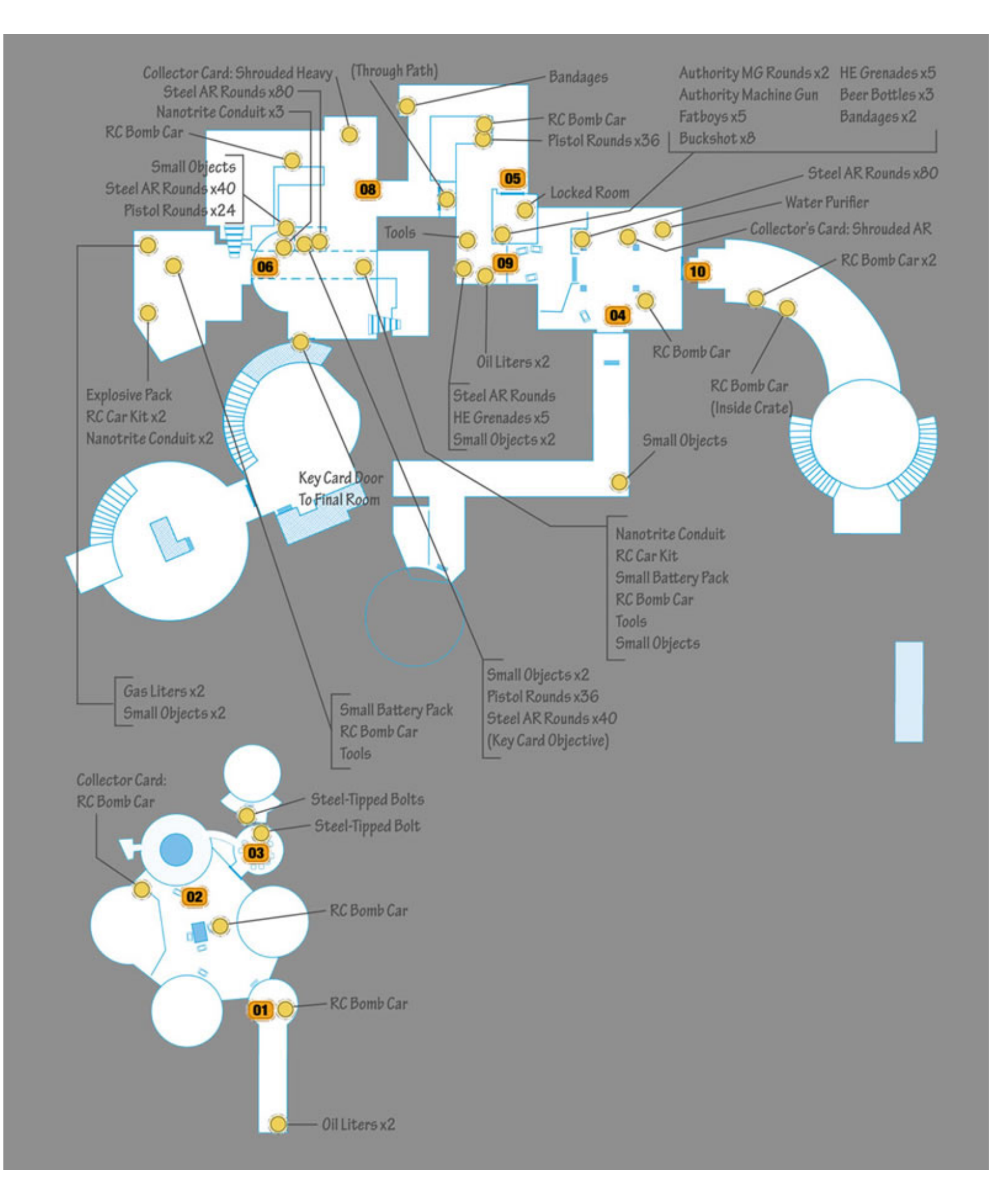
Authority Machine Gun

Fully automatic light machine gun. Mutant tested, Authority approved.

In the Supplies section of Coffer's store you can now purchase an Authority Machine Gun for $500—don't buy it. You can get this weapon for free in a locked closet within the Shrouded Bunker, so bring along enough parts to build at least one Lock Grinder. You've probably already recovered some Authority MG Rounds from previous jobs, but make sure you have at least 400 rounds before entering the Shrouded Bunker. This will allow you to put your new weapon to use as soon as you steal it from the bandit storeroom. If you have the extra cash, consider buying the Light Armor Upgrade ($135) and the Medium Armor Upgrade ($210)—you must own the Light Armor Upgrade before the Medium Armor Upgrade becomes available. These upgrades increase the amount of damage you can take, making them well worth the money. Also stop by Rusty's to stock up on any vehicle items you may need.

The Shrouded Bunker isn't far from Wellspring, carved into the wall of the canyon. Destroy any bandit vehicles and RC Bomb Cars along the way and make sure the area is clear before exiting your Cuprino—scan the minimap for red dots. Leave the Cuprino parked outside the bunker next to the mailbox, then interact with the bunker's hatch to gain access.

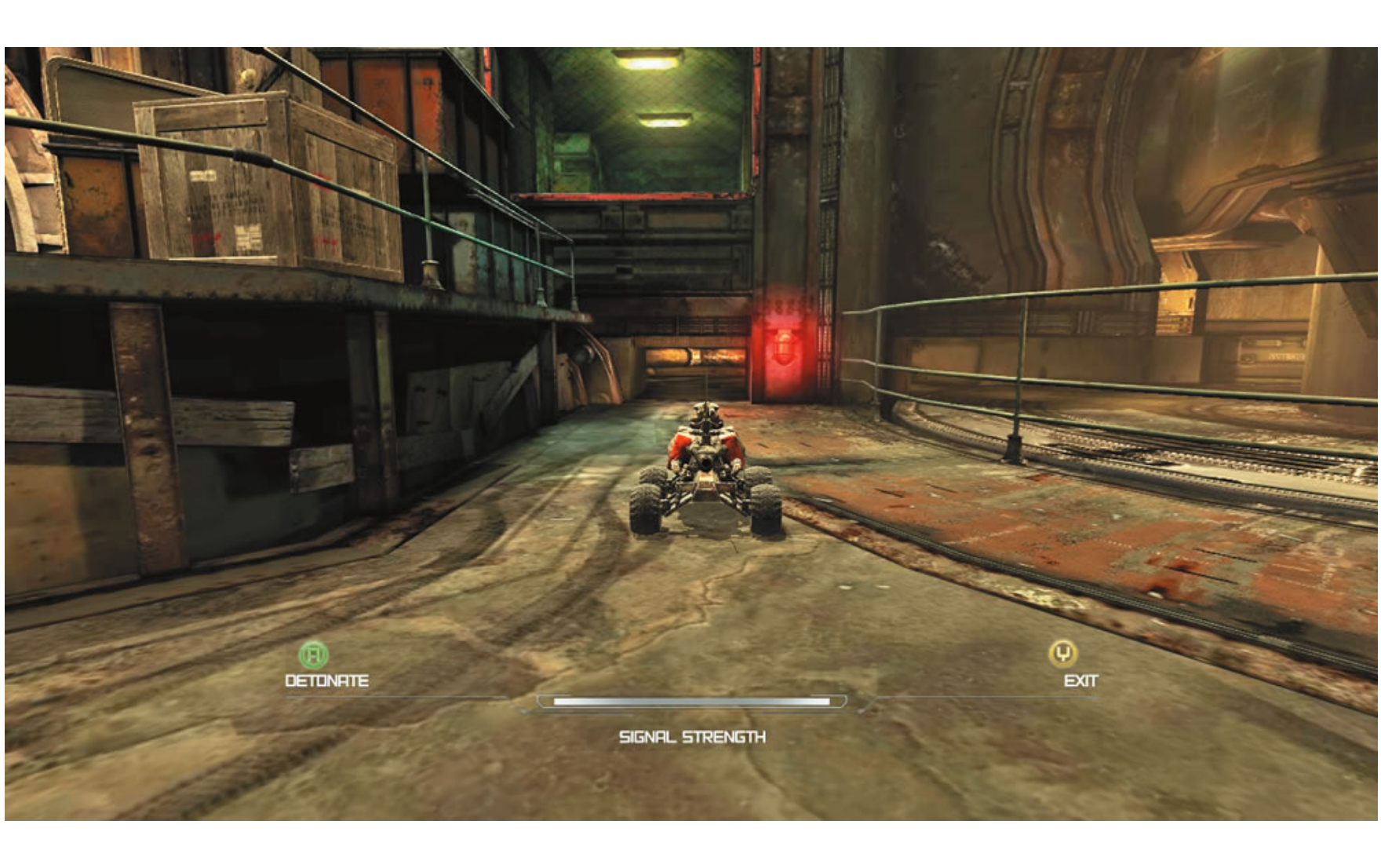
Shrouded Bunker



New Objective: Destroy Bomb Cache 1

Cautiously step through the entry tunnel until you see a bandit standing in front of a workbench. Watch the RC Bomb Car patrolling the floor. Shoot the car when it drives past the bandit to trigger a large explosion. At this point the bandits realize they're under attack. Prepare for more RC Bomb Cars to appear, operated by the bandit standing behind protective glass. Don't let these RC Bomb Cars get close—use your Assault Rifle to detonate them. Once you've destroyed a couple of RC Bomb Cars, the bandits enter the room ahead and attack with Assault Rifles of their own. Your Assault Rifle works well against these bandits, but so does your Settler Pistol used in combination with the Monocular. This allows you to zoom in on the bandits hiding behind cover and score headshots.

Bomb Cache 1



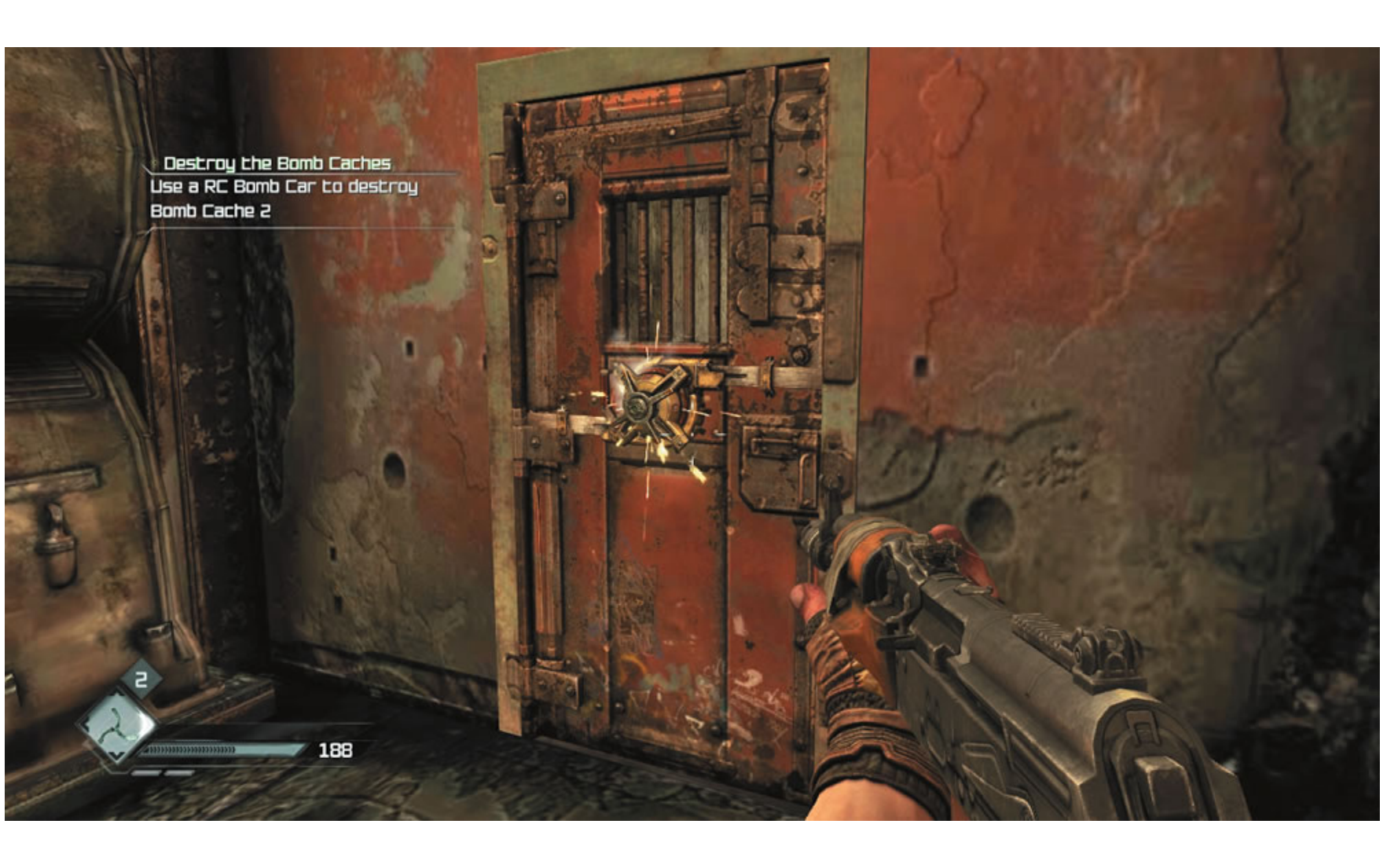
9
Pistol Rounds
98

After eliminating the bandits, scour the area for ammo and supplies. There are plenty of RC Bomb Car parts to be found here, including the remains of the cars you destroyed. Don't forget to search the bodies of the bandits, too. These guys carry cash, ammo, and some useful ingredients. Near the protective glass where the RC Bomb Cars emerged, collect the RC Bomb Car card from the platform. Now you need to destroy the first bomb cache. Access your engineering screen and construct one RC Bomb Car, then add it as a quick use item. Activating an RC Bomb Car switches the camera view to a third-person angle focusing on the RC Bomb Car you're controlling. Drive the vehicle into the small opening beneath the protective window, where the bandit controlling the RC Bomb Cars once stood. Follow the tunnel to an enclosed room with a garage-like door with tinted green glass. This is where the first bomb cache is located. Detonate the RC Bomb Car to trigger a large explosion, blowing open the door and giving you access to the bunker's lift.

New Objective: Destroy Bomb Cache 2

Equip your Sniper Rifle and peer through the remains of the room containing the first bomb cache. A pair of bandits appears at the far end of the corridor, rising up from a lift. Quickly zoom in with your Sniper Rifle and score headshots before the bandits can seek cover. Search the dead bandits for loot, then interact with the switch on the lift. The lift quickly descends to the bunker's lower level.

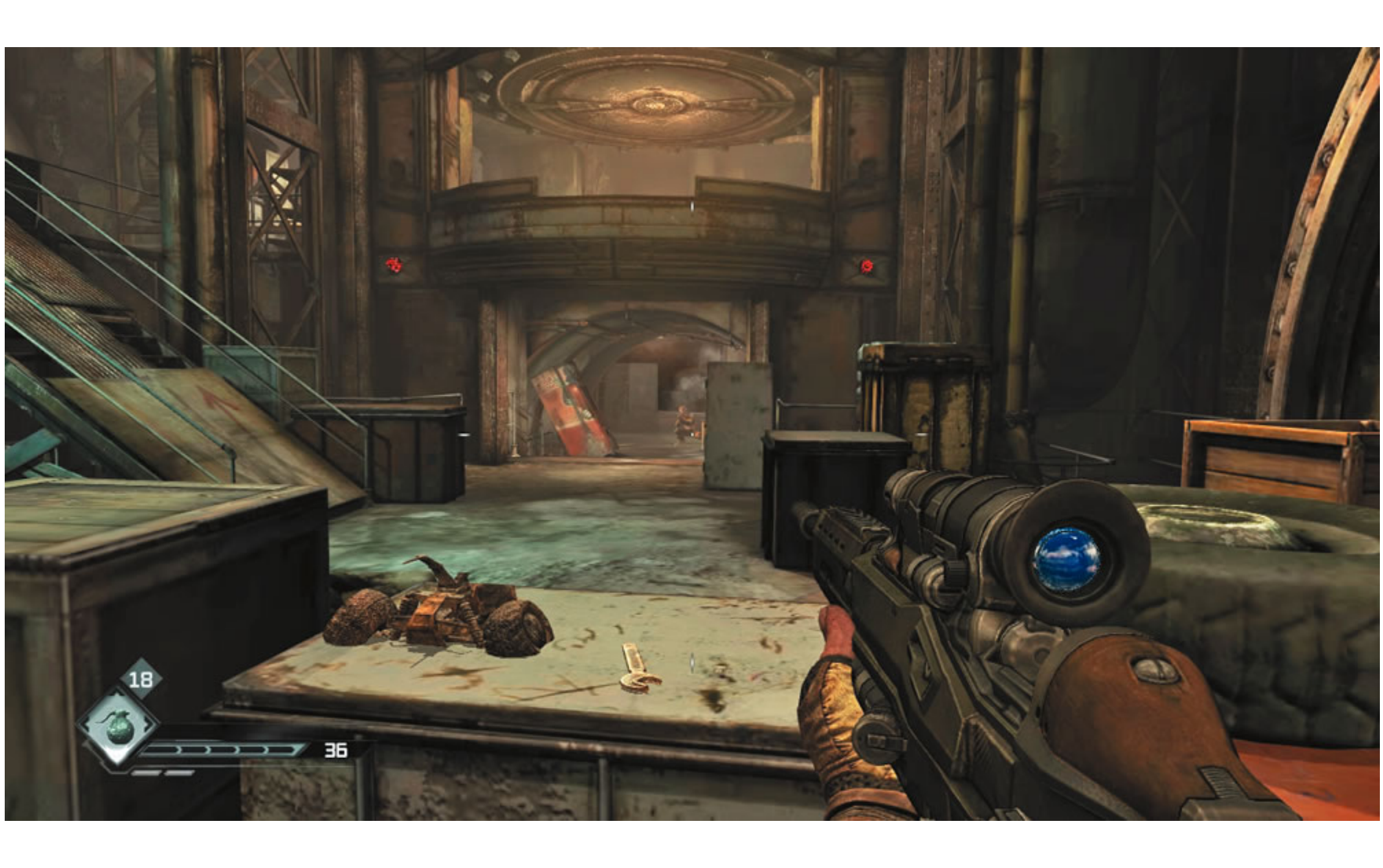
When the lift stops, step into the nearby tunnel and use a Wingstick to silently decapitate a patrolling bandit. More bandits can be found in the adjoining workshop. Use the Striker Crossbow to silently pick off as many bandits as possible before you're spotted. At that point, switch to your Sniper Rifle and score headshots on the remaining survivors and reinforcements. HE Grenades also work well for drawing the bandits out of cover. Once you've routed the bandits here, take a moment to loot the workshop. Here you can find a variety of RC Bomb Car parts, a Shrouded AR collector card, and two Water Purifiers.



Destroy the Bomb Caches

Use a RC Bomb Car to destroy Bomb Cache 2

Raid the shelves here to add Bandages, HE Grenades, and a brand new Authority Machine Gun to you inventory. Finding the Authority Machine Gun here saves you $500! Further down the corridor is a fully assembled RC Bomb Car as well as more Bandages and Pistol Rounds.

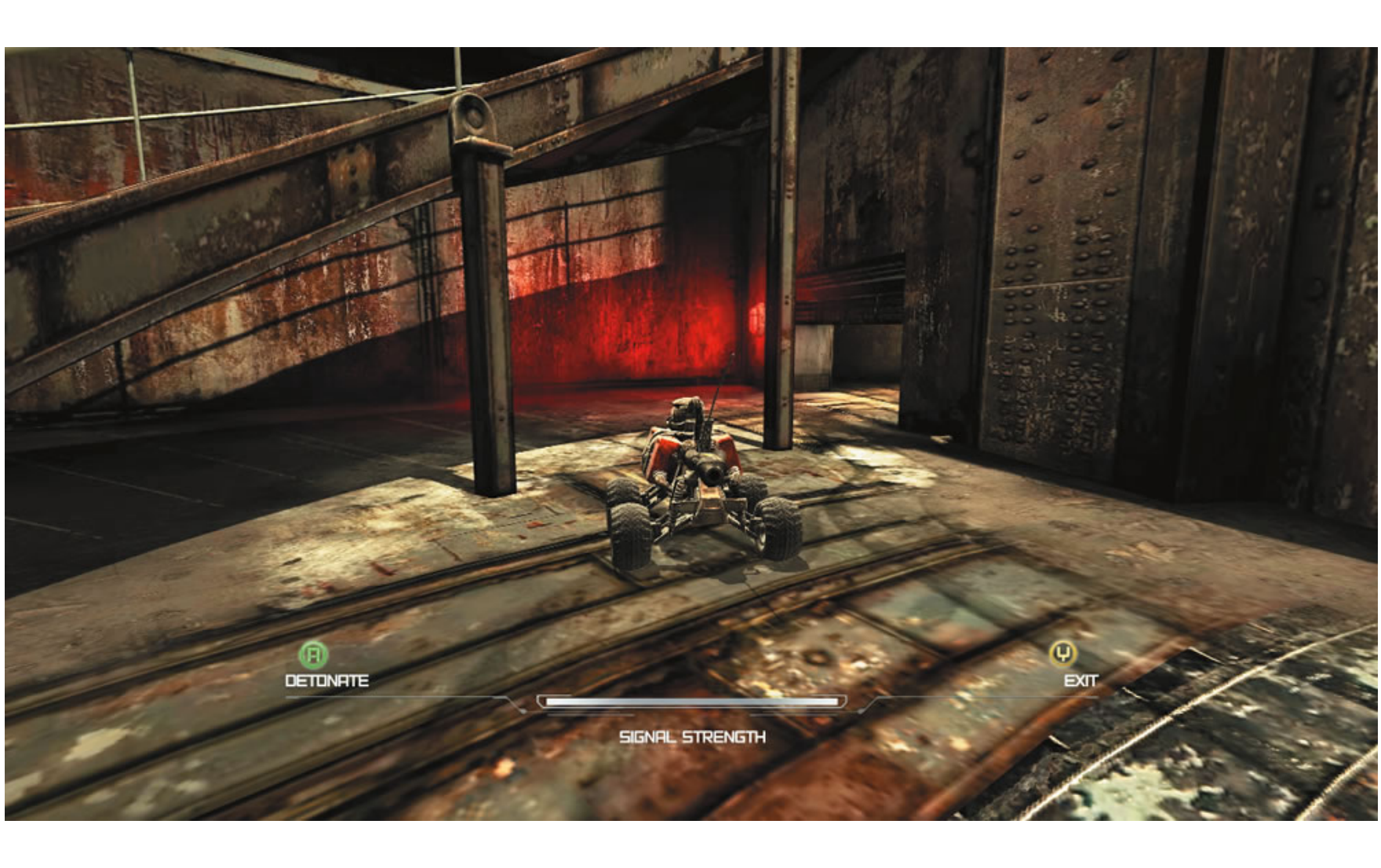


Pass through the large drainage pipe until you come to another workshop area. You can grab the Shrouded Heavy card from the large pipe on the right as you enter this area; do it before alerting any bandits to your presence, if you like. Eliminate the bandits on the upper level first, then attack the enemies on the floor below. Stay put on the balcony-like feature overlooking the workshop and pick off the bandits below with the Assault Rifle or Authority Machine Gun. This is also a good opportunity to lob HE Grenades down on the enemies as they attempt to hide behind cover. Descend to the workshop via the nearby stairs and quickly take cover behind one of the workbenches. A few more bandits may be located in the tunnel ahead. Equip your Sniper Rifle to finish them off. Afterward, scour the workshop for supplies, including more RC Bomb Car parts. Enter the tunnel and turn to an open closet on the left. Here you can find more supplies including a Key Card that opens a locked door. Return to the upper level and interact with the large metal door outlined with a red seal—the Key Card opens the door.

Three Birds, One Bomb Car

In addition to detonating the bomb caches, RC Bomb Cars can also be used as an offensive weapon. Find a safe place to hide, then deploy an RC Bomb Car, driving it toward your enemies before detonating it. Try to find large clusters of bandits hiding behind cover. If you manage to kill three enemies with one RC Bomb Car, you unlock the Three Birds, One Bomb Car achievement/trophy.

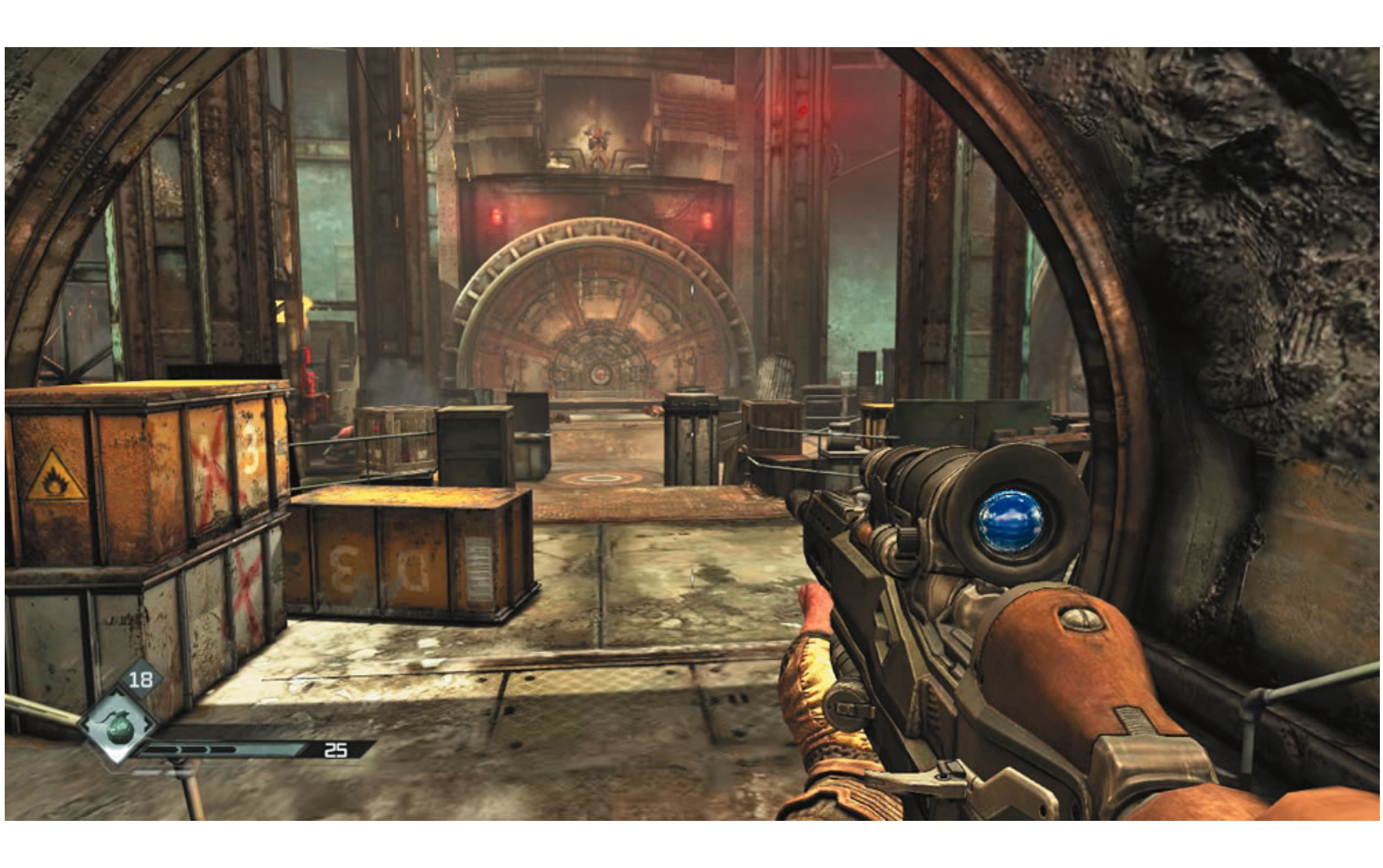
Bomb Cache 2

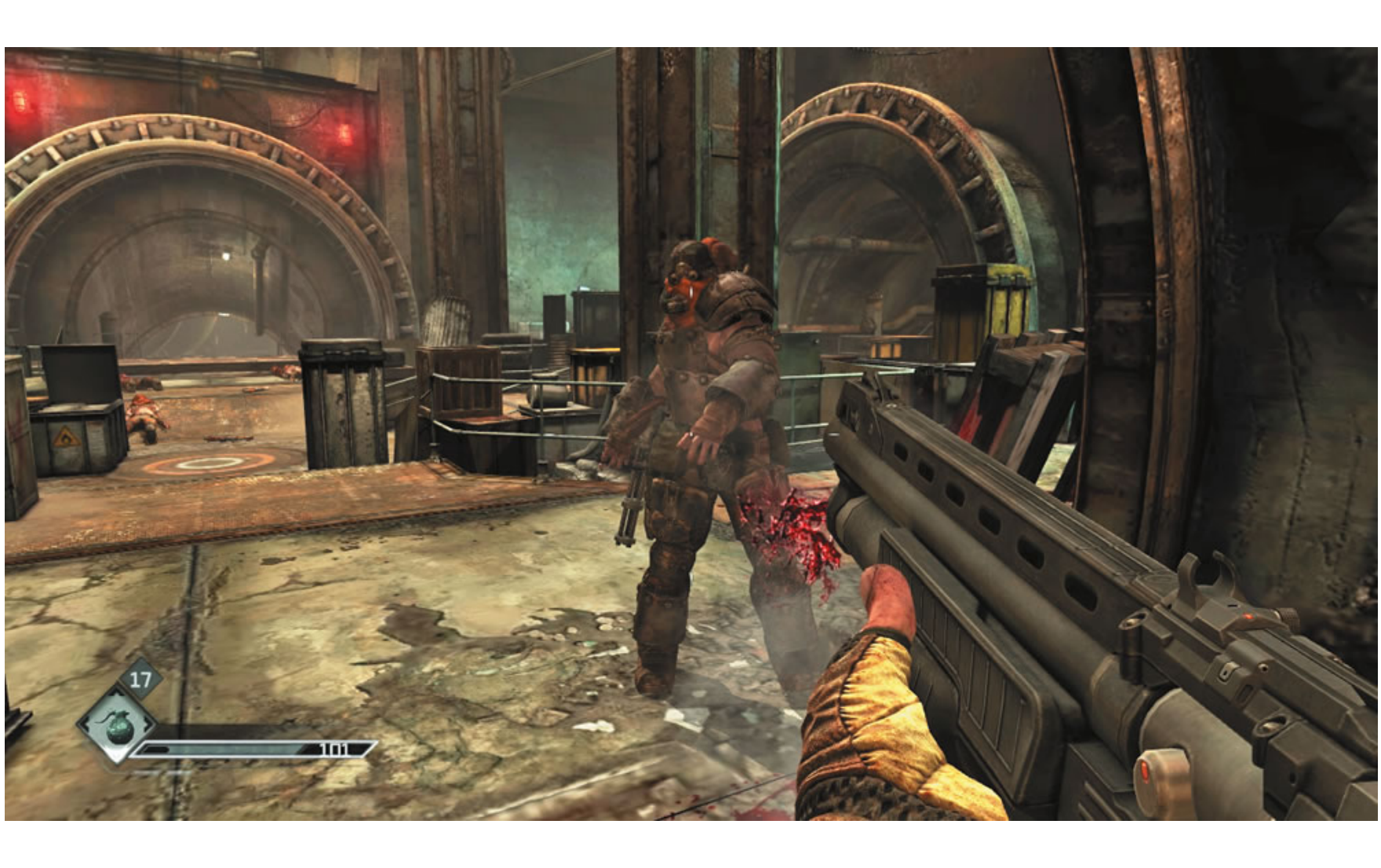


You enter this workshop on an upper-level walkway. Use the height advantage to fire down on the bandits below. Start by blasting one of the patrolling RC Bomb Cars. Saturate the floor below with HE Grenades and automatic fire. However, watch out for bandits flanking you along the walkway. When the workshop is clear, circle around the elevated walkway to a staircase and descend to the ground floor. Here you can find more RC Bomb Car parts as well as some ammo and more HE Grenades. Stand near the base of the curved staircase to spot the entrance to the second bomb cache. Deploy an RC Bomb Car and drive it through the small opening beneath the stairs. Drive the RC Bomb Car through a short passage to the second bomb cache and detonate it.

New Objective: Destroy Bomb Cache 3

The massive explosion destroys the garage-like doors, opening a shortcut to the previous workshop where you grabbed the Key Card. Although you cleared this area earlier, bandit reinforcements have taken up defensive positions here, trying to trap you. Use the Sniper Rifle and Authority Machine Gun to methodically fight your way past the defenders. Retrace your steps back to this corridor (by the large drain pipe) where a large metal door opens. If you're quick, you can fire your Rocket Launcher at the doorway and take out three bandits with one shot. Otherwise, hold at the opposite end of the corridor and gun them down with the Authority Machine Gun. Once it's clear, pass through the open door and fight your way back to the first workshop you encountered on the lower level.





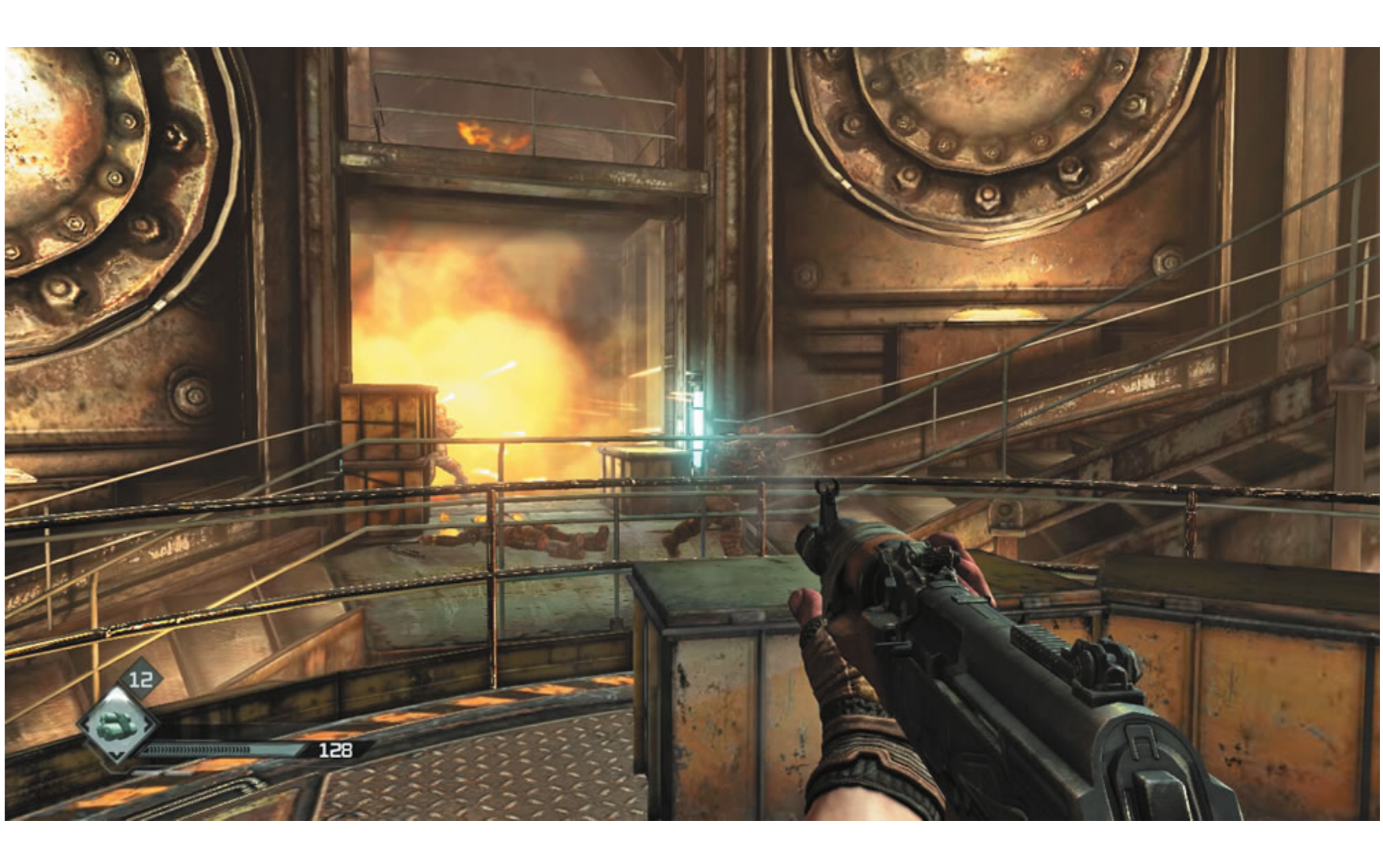
More bandits have taken up defensive positions in this workshop. Switch to your Sniper Rifle and pick them off as they poke their heads out of cover. There's also a bandit manning a machine gun turret above the large circular doorway at the far side of the room. Limit your exposure to this bandit and quickly score a headshot to put an abrupt halt to the incoming fire. Shortly after eliminating all the bandits in the workshop, the large circular door opens and a few reinforcements rush forward. Pick off the standard bandits quickly with your Sniper Rifle, but be careful not to expose yourself to the armored bandit with a minigun attached to his arm. Quickly take cover and wait for this bandit to get closer. When he's within throwing range, toss an HE Grenade at his feet and wait for it to go off. The HE Grenade stuns the bandit for a few seconds, giving you just enough time to rush up next to him and blast him with your Combat Shotgun. However, be prepared to take cover if the first attack doesn't kill him. Toss another HE Grenade at him, then follow up with more close-range Combat Shotgun blasts or equally effective Rocket Launcher hits.

Bomb Cache 3

Cautiously enter the circular doorway from which the armored bandit attacked. More bandits fill this corridor, along with another armored bandit equipped with a minigun. Hold near the entrance to the corridor and pick off the standard bandits with your Sniper Rifle while waiting for the armored bandit to get close. Once again, toss an HE Grenade at the feet of the armored bandit, then blast him with the Combat Shotgun while he's dazed. Once the corridor is clear of threats, search the right wall for a low opening leading to the third bomb cache. If you're out of RC Bomb Car parts, there are two complete RC Bomb Cars located on a shelf near the corridor's large doorway. Deploy an RC Bomb Car, drive it through the tunnel to the third bomb cache, and detonate it. The massive explosion destroys the garage-like door at the end of the corridor, providing a shortcut to a lift. It's time to get out of here!

New Objectives:

- Take the lift and escape the bunker
- Tell Sheriff Black about your success



Rush through the flaming passage ahead and hop on the lift. Throw the lift's switch and begin the slow ride up. It looks like you're not the only one looking for a way out of this doomed bunker. Several bandits rush up along the spiral staircase flanking the lift. Equip Bandages as your quick use item while riding the lift. A few bandits stop to shoot at you, but most are more concerned about escaping. Constantly spin around and look for bandits shooting at you from the perimeter of the shaft. Return fire with your Assault Rifle or Authority Machine Gun. Secondary explosions rocking the facility kill most of the hostiles here, but stay on your toes and be ready to apply Bandages if you take heavy damage. Two more bandits will descend on the lift, and another two block your path to the exit. Mow them down and then make a beeline for the bunker's nearby exit.

Debunked

If you managed to escape the Shrouded Bunker in one piece, you're awarded the Debunked achievement/trophy.

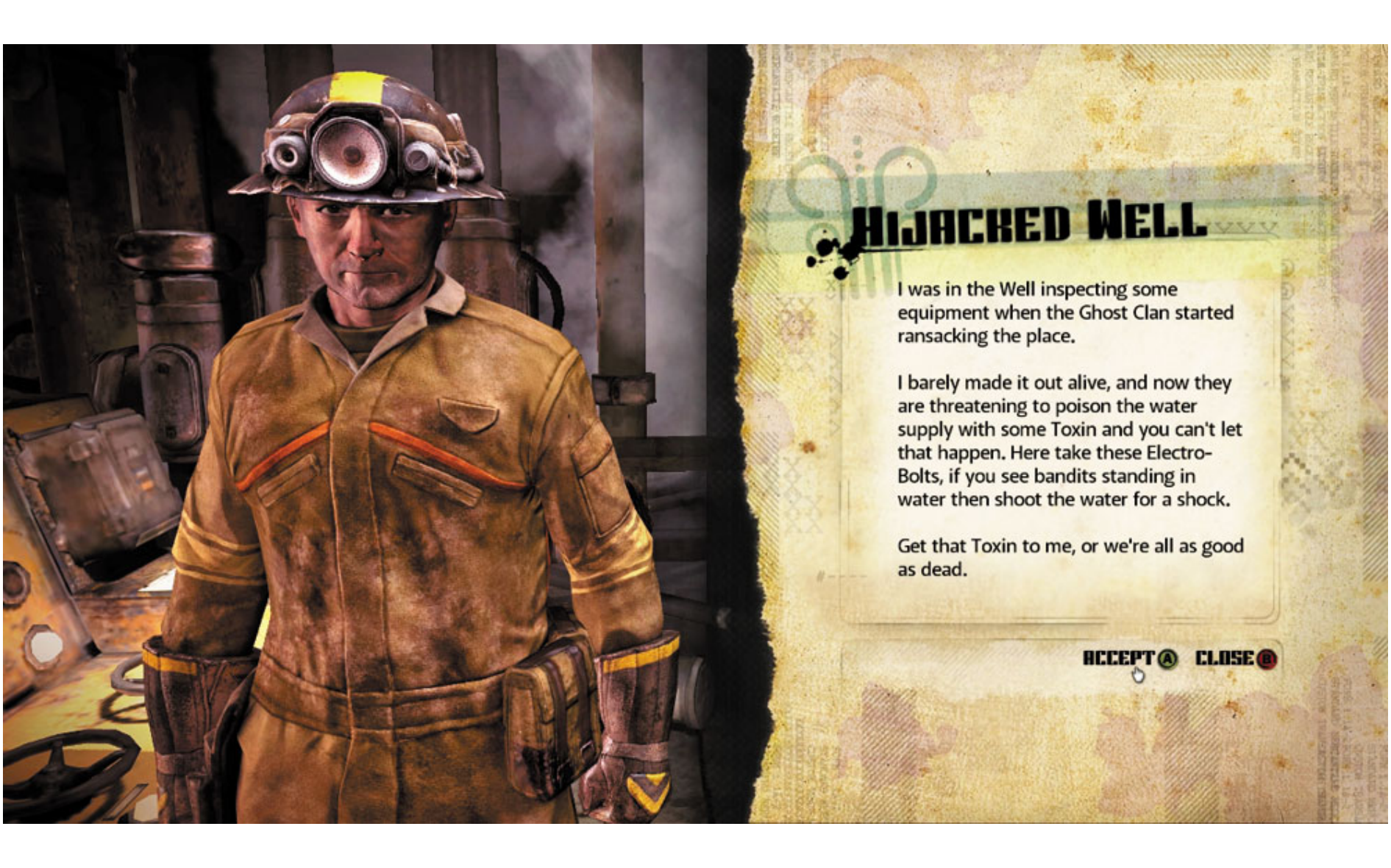
Wellspring

Having completed your objectives at the Shrouded Bunker, hop in your Cuprino and race back to Wellspring. On the way to Sheriff Black's office, stop by the Second Chance Bar for a quick visit with Sally, collecting any bounty money you may have earned. Sheriff Black is happy to hear you've shut down the Shrouded Clan's RC Bomb Car factory. The canyon will be much safer now. After handing over $225 in payment, a ringing alarm sounds. Sheriff Black says that's the well alarm. He suggests checking in with Carlson to see what the problem is. You can find Carlson in the Wellmaster's office, not far from Mayor Clayton's office.

Wasteland

Highjacked Well

Carlson



I was in the Well inspecting some equipment when the Ghost Clan started ransacking the place.

I barely made it out alive, and now they are threatening to poison the water supply with some Toxin and you can't let that happen. Here take these Electro-Bolts, if you see bandits standing in water then shoot the water for a shock.

Get that Toxin to me, or we're all as good as dead.

Objective: Stop the Ghost Clan

I was in the Well inspecting some equipment when the Ghost Clan started ransacking the place.

I barely made it out alive, and now they are threatening to poison the water supply with some Toxin. You can't let that happen. Here, take these Electro Bolts. If you see bandits standing in water, then shoot the water for a shock.

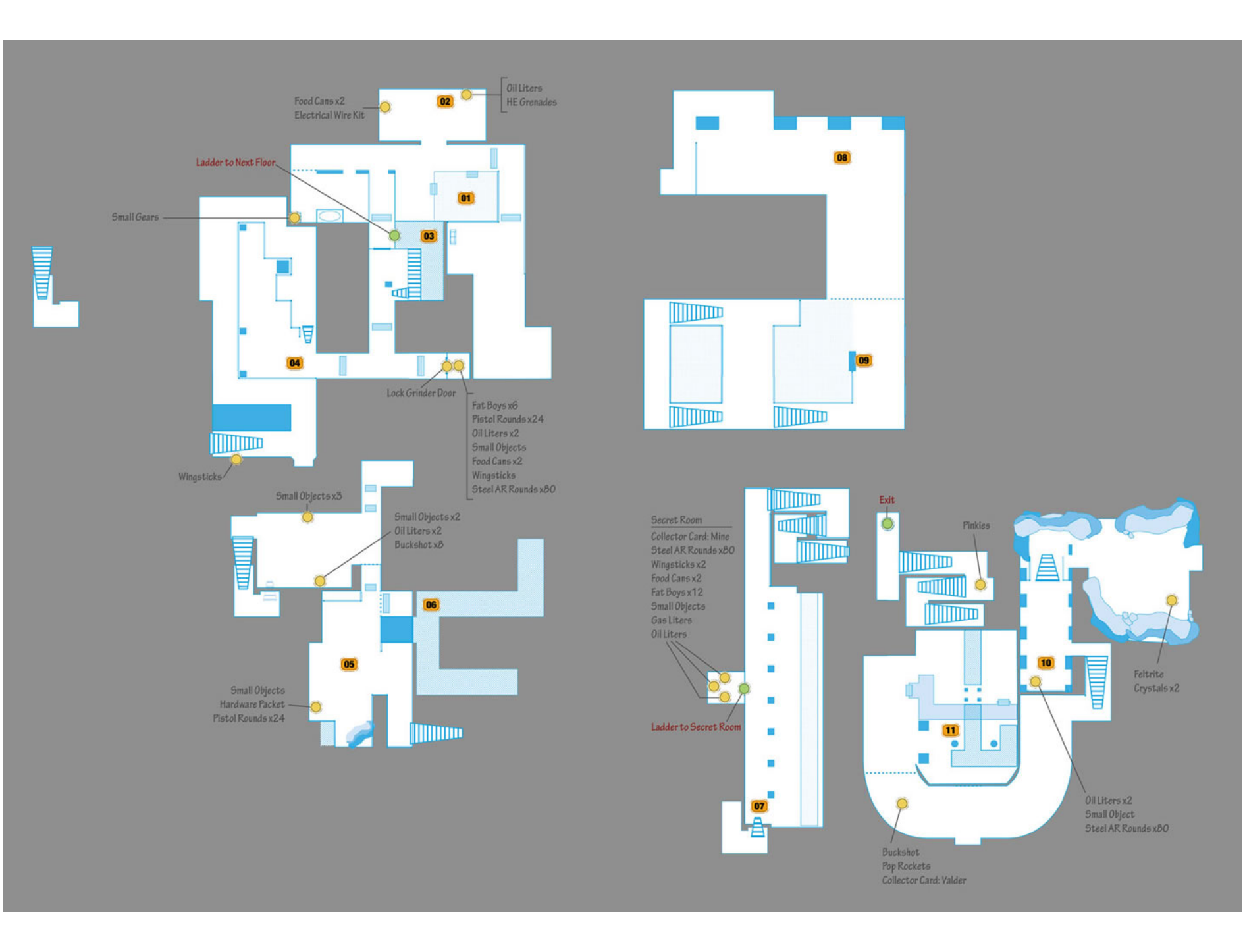
Get that Toxin to me, or we're all as good as dead.

Provided Equipment		
ICON	ITEM	QUANTITY
	Electro Bolts	12
Reward		
Icon	Item	Quantity
	Dollars	200

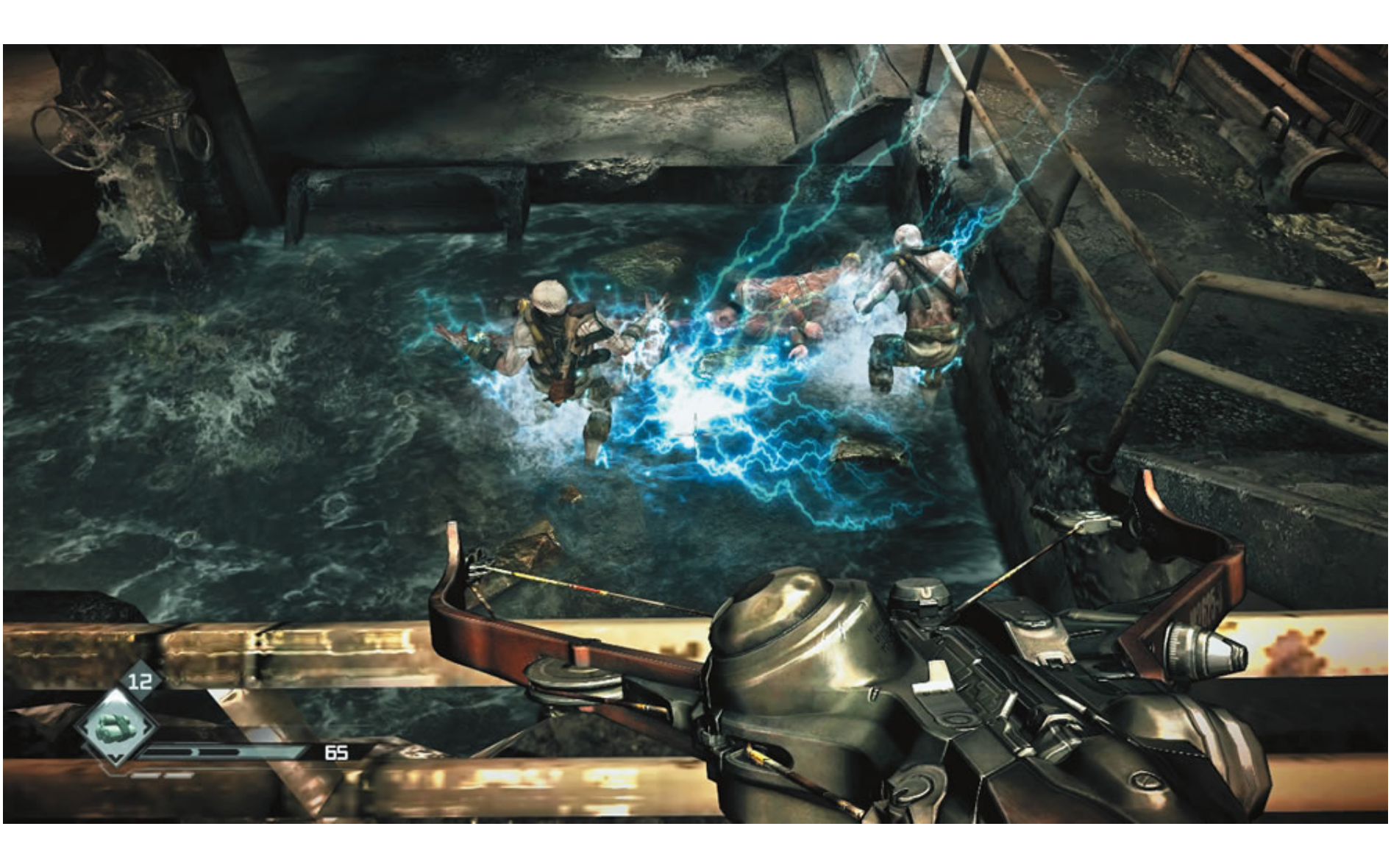
New Objective: Enter the Well in Wellspring

Carlson has some bad news. For some reason, Wellspring's only water source is under attack by the Ghost Clan. Carlson needs you to enter the Well and stop the bandits from poisoning the water supply. You can access the Well by interacting with the large hatch in the floor of the Wellmaster's office, only a few steps away from Carlson. Before entering the Well, take inventory of your ammo. Carlson gives you 12 Electro Bolts for your Striker Crossbow that will come in handy, but consider visiting Coffer to replenish the ammo for your other weapons. Don't bother buying any more Electro Bolts—you'll find more in the Well. If you have extra money, you can now purchase schematics for the Sentry Turret and Sentry Bot. Both offer a little extra firepower and are well worth the $125 asking price for each schematic. Once you're well stocked, head back to the Wellmaster's office and enter the Well.

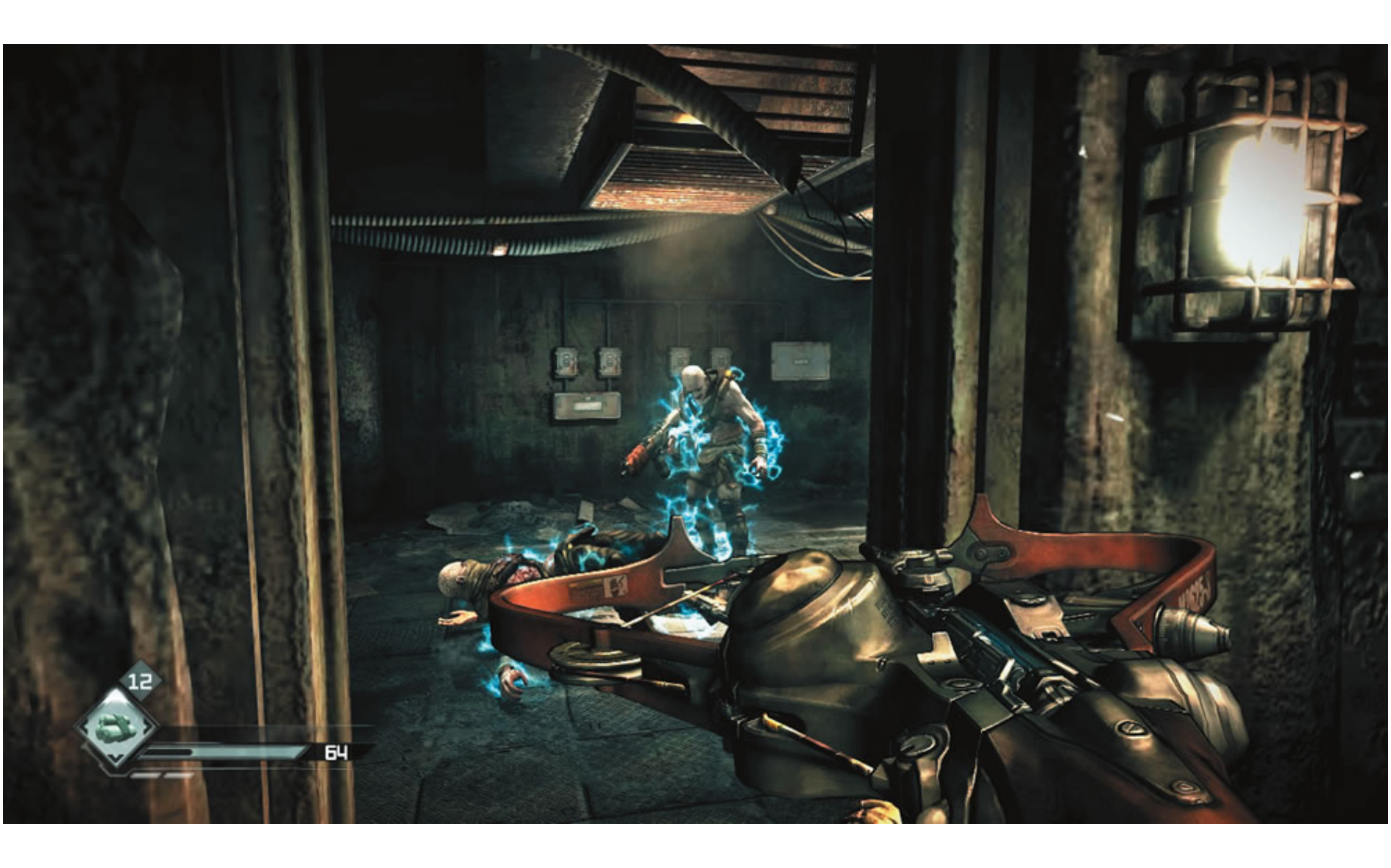
The Well



New Objective: Stop the Ghost Clan



Just inside the Well's entrance you encounter a couple of well workers—one is dead. The injured well worker warns you of bandits around the corner. Like Carlson, he tells you to use the Electro Bolts to stop them. Equip your Striker Crossbow and choose the Electro Bolts as your selected ammo. Just ahead you can hear the voices of bandits. Creep to the railing ahead and look down to spot two bandits standing in a pool of water below—they're picking the pockets of two dead well workers. Fire an Electro Bolt into the water to instantly electrocute both bandits. Before descending the nearby steps, turn to the orange crate on your left to grab a stash of 36 more Electro Bolts.

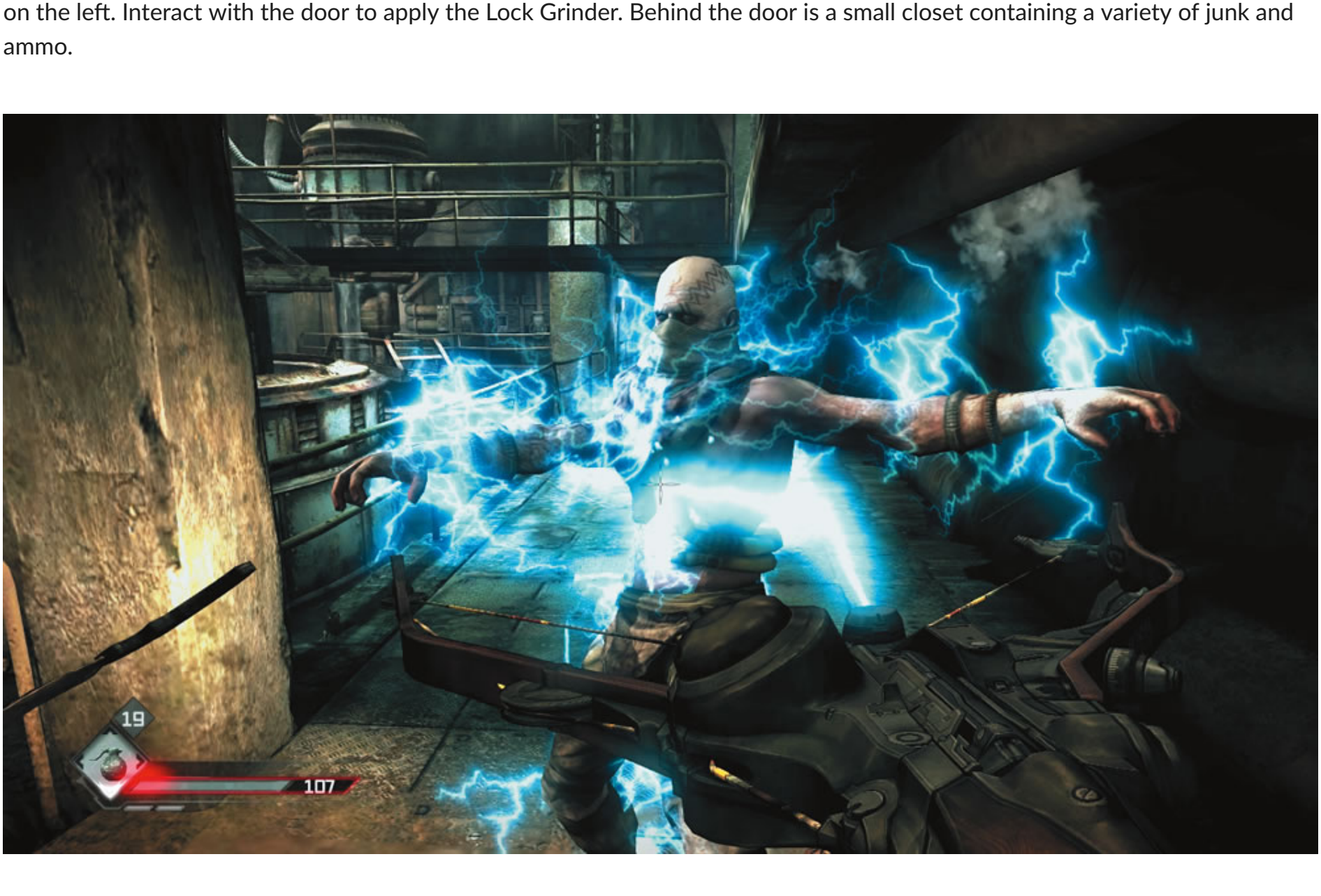


A few steps down the next corridor is a small supply closet occupied by three bandits. Creep up to the doorway and toss in an HE Grenade—cook the grenade so the bandits don't have much time to escape. After the HE Grenade detonates, mop up any survivors with your Striker Crossbow. The closet contains HE Grenades and Bandages. Also, don't forget to search the dead bandits—if there's anything left to search. Ghost Clan bandits don't carry much, but you still might find a dollar or two.

Silent But Deadly

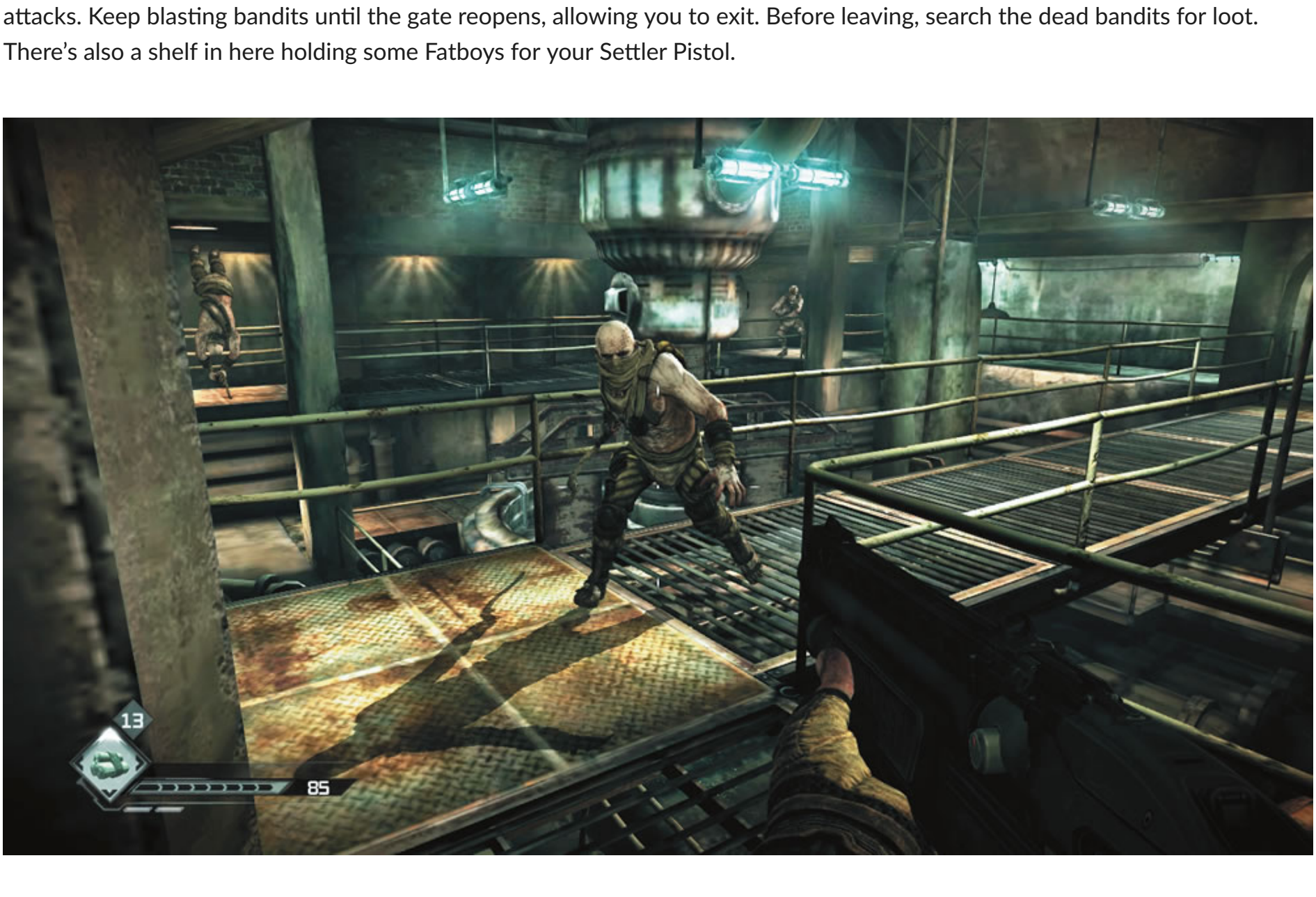
If you haven't already, now's the perfect time to earn this achievement/trophy by scoring ten kills with the Striker Crossbow.

Equip your Combat Shotgun and blast a charging bandit as you proceed down the corridor outside the closet. Follow the passage to the left and climb a short ladder. Soon you hear the voices of more bandits. Creep through the passage and equip your Striker Crossbow as three bandits come into view beyond the railing on the right—they're all standing in water. Fire a single Electro Bolt into the water to take out all three bandits. Continue through the passage ahead and look for a locked door on the left. Interact with the door to apply the Lock Grinder. Behind the door is a small closet containing a variety of junk and ammo.



Across from the closet is a large room ringed by a walkway and an upper-level catwalk. Hold in the tunnel and open fire on the bandits inside. One charges at you while another fires an Assault Rifle from the catwalk. Take out the charging bandits with an Electro Bolt, then switch to your Sniper Rifle to pick off the bandit on the catwalk. Once the first two bandits are down, enter the room and access the lower-level walkway to the right. As you move along this walkway, watch for more bandits approaching. Either hit them with Electro Bolts or switch to your Combat Shotgun and blast them at close range.

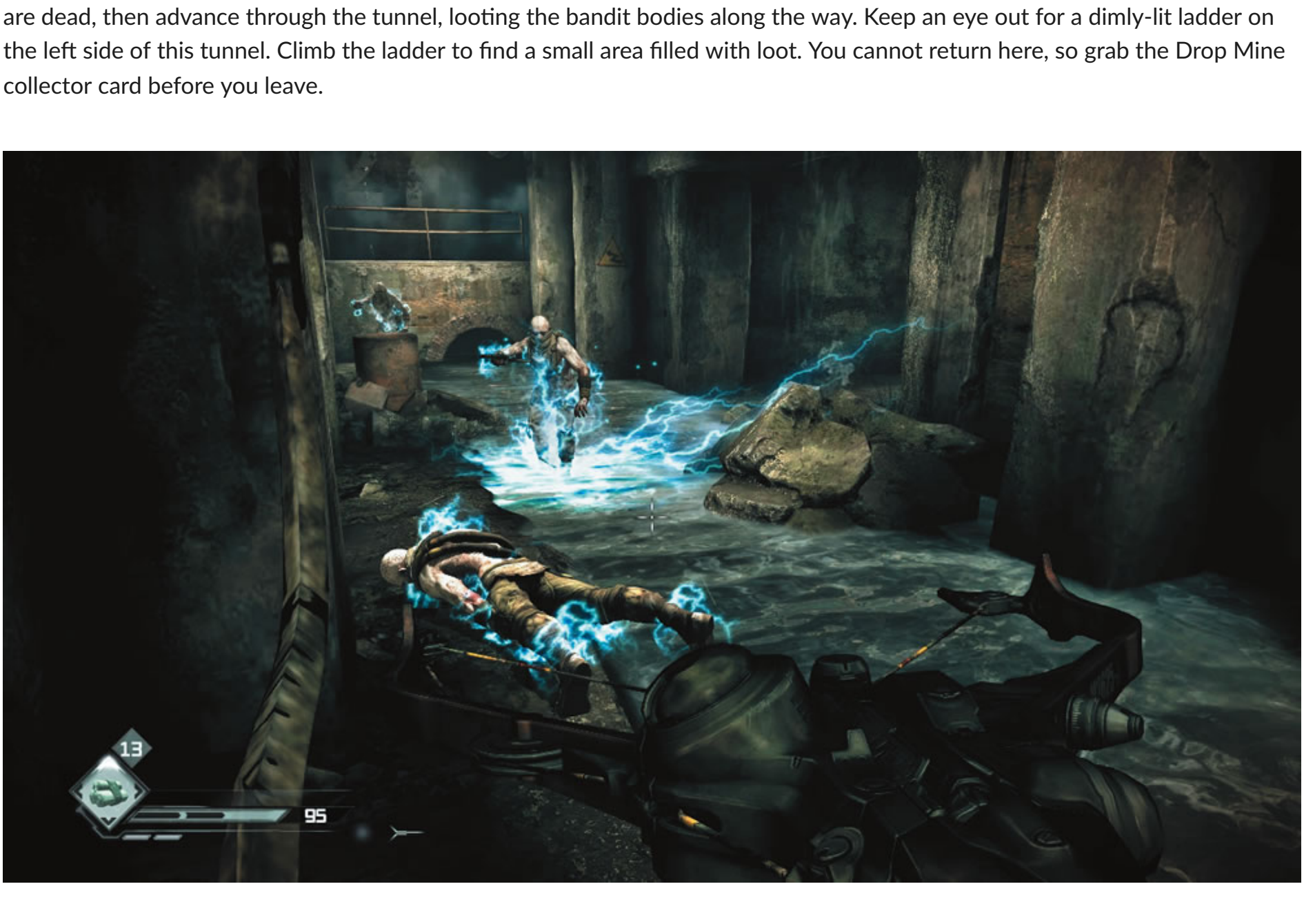
Continue through the narrow passage until you come to a room occupied by a vat filled with bodies—this is where the Ghost Clan is throwing their victims. The body of a well worker drops onto the pile. Look up to spot the bandit who dropped the body, standing on a wooden platform to the left. Zap him with an Electro Bolt. As you try to escape this room, a gate shuts in front of you and multiple bandits rush in from the perimeter. Immediately switch to your Combat Shotgun and blast the bandits as they rush at you. Choose Bandages as your quick use item and use them if you take heavy damage from the bandit melee attacks. Keep blasting bandits until the gate reopens, allowing you to exit. Before leaving, search the dead bandits for loot. There's also a shelf in here holding some Fatboys for your Settler Pistol.



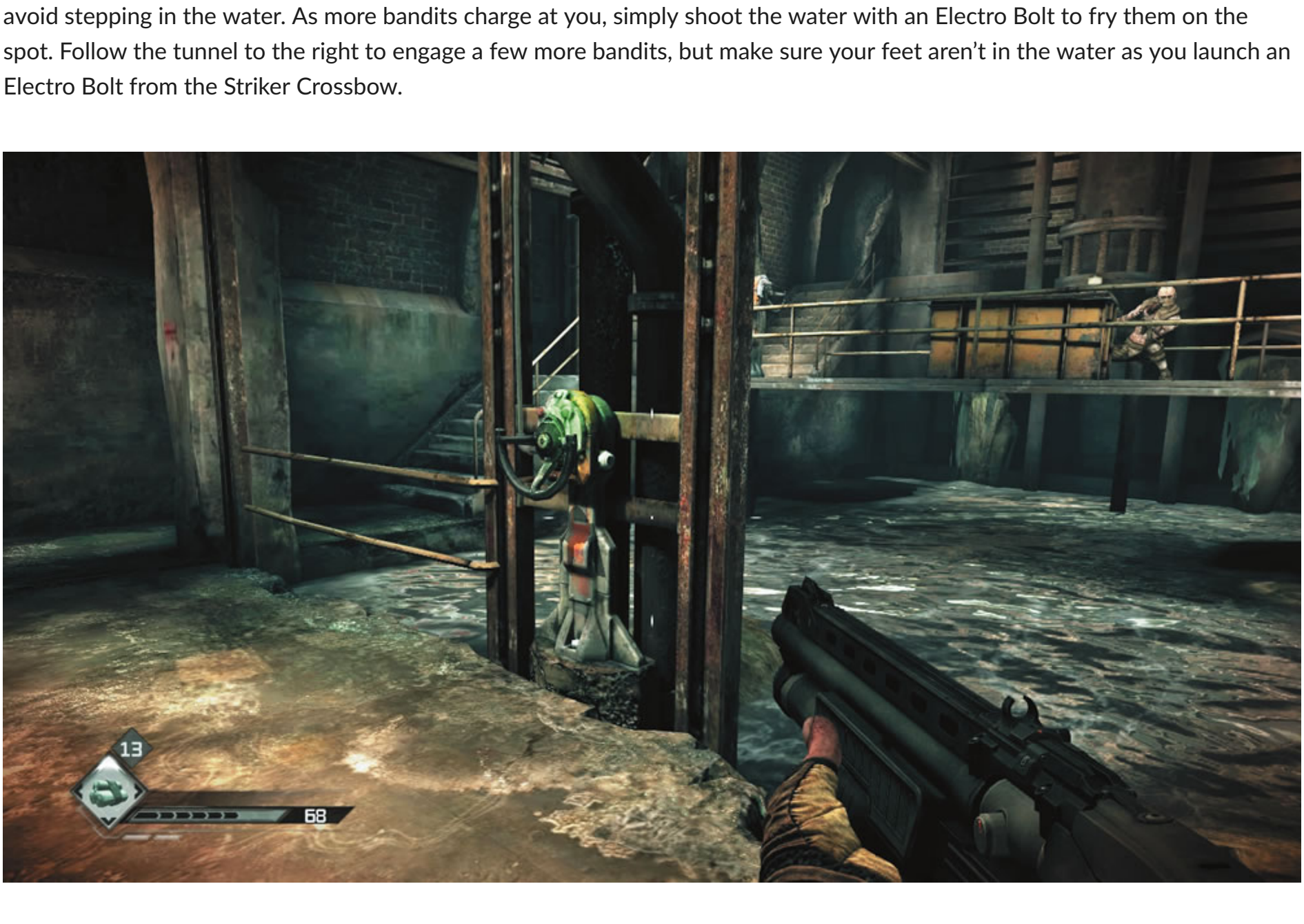
In the next area you must navigate a catwalk system above a large room while battling several bandits. Equip your Combat Shotgun and keep moving while shooting. Most of the bandits attack with melee weapons, but one is armed with an Assault Rifle—take him out with your Sniper Rifle. Initially, most of the bandits are on the lower floor and leap up to the catwalk. Try to hit them as they climb over the catwalk railing, killing them before they can attack. Constantly spin to check your surroundings to avoid getting hit from behind. Also, keep some Bandages handy to heal yourself if you start getting clobbered. The catwalk connects to a small storeroom occupied by three more bandits. Blast them and then raid the shelves for some junk.

Sniper Rounds

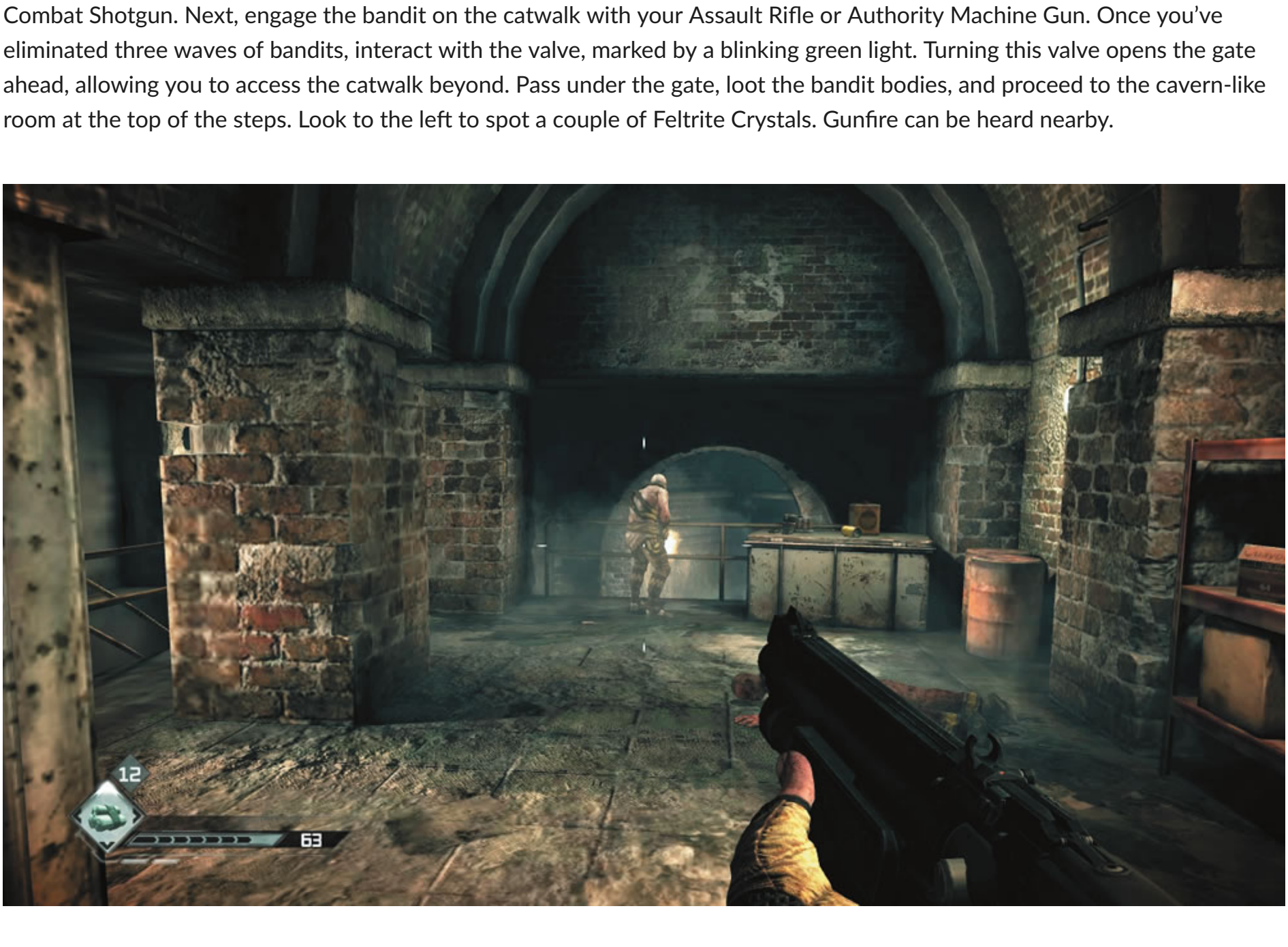
Descend the nearby steps to enter this long tunnel patrolled by multiple bandits. Hold in the stairwell and pick off the nearby bandits with your Striker Crossbow or Assault Rifle. Be ready to switch to your Combat Shotgun to deal with any charging bandits that get too close for comfort. A few bandits take up positions behind the concrete supports deeper in the tunnel and open fire with Assault Rifles. Use your Sniper Rifle to engage these long-range threats. Hold in the stairwell until all the bandits are dead, then advance through the tunnel, looting the bandit bodies along the way. Keep an eye out for a dimly-lit ladder on the left side of this tunnel. Climb the ladder to find a small area filled with loot. You cannot return here, so grab the Drop Mine collector card before you leave.



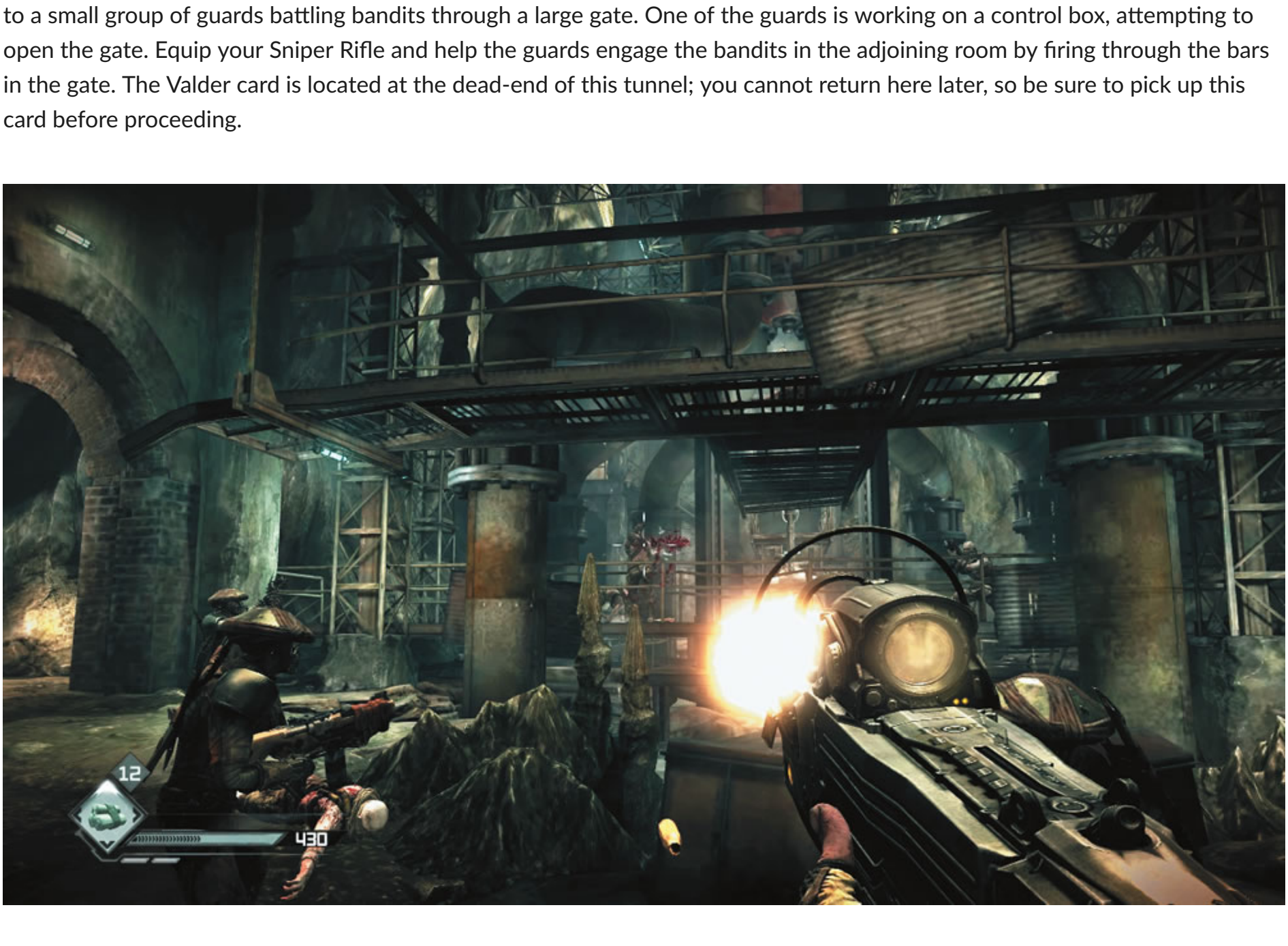
Another set of steps takes you deeper into the Well, placing you above a short tunnel filled with water. Fire an Electro Bolt in the water to take out the first set of patrolling bandits. Next, descend the steps into the tunnel, but stay along the left side to avoid stepping in the water. As more bandits charge at you, simply shoot the water with an Electro Bolt to fry them on the spot. Follow the tunnel to the right to engage a few more bandits, but make sure your feet aren't in the water as you launch an Electro Bolt from the Striker Crossbow.



The bandits spring another ambush here, dropping a gate behind you as you enter this area. A pair of bandits come charging at you while another one fires at you from a catwalk. Blast the charging bandits first, hitting them with your Striker Crossbow or Combat Shotgun. Next, engage the bandit on the catwalk with your Assault Rifle or Authority Machine Gun. Once you've eliminated three waves of bandits, interact with the valve, marked by a blinking green light. Turning this valve opens the gate ahead, allowing you to access the catwalk beyond. Pass under the gate, loot the bandit bodies, and proceed to the cavern-like room at the top of the steps. Look to the left to spot a couple of Feltrite Crystals. Gunfire can be heard nearby.



Climb the steps and sneak up behind a bandit firing an Assault Rifle. Shoot him in the back with your Combat Shotgun. In the tunnel below you spot a Wellspring guard urging you to join him. Before following the guard, grab the supplies up here, including 80 Steel AR Rounds. Descend the nearby steps and approach the Wellspring guard in the tunnel below. He leads you to a small group of guards battling bandits through a large gate. One of the guards is working on a control box, attempting to open the gate. Equip your Sniper Rifle and help the guards engage the bandits in the adjoining room by firing through the bars in the gate. The Valder card is located at the dead-end of this tunnel; you cannot return here later, so be sure to pick up this card before proceeding.



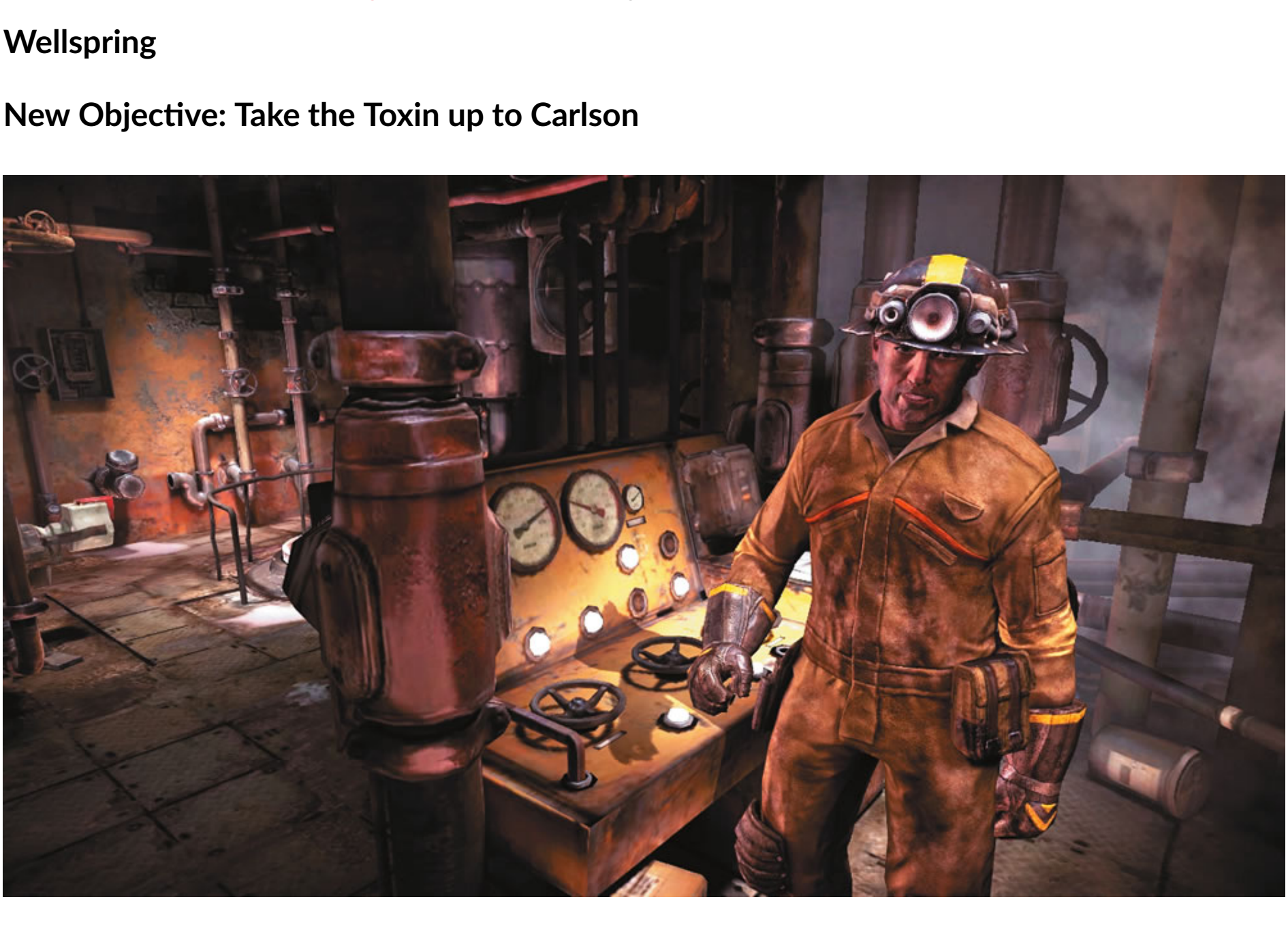
When the gate opens, follow the Wellspring guards into the next room and continue blasting bandits. Avoid using Electro Bolts during this fight as you may accidentally kill one of the Wellspring guards standing in water. Instead, use your Assault Rifle and Authority Machine Gun to accurately engage the bandits on the catwalks. Hold near the entrance and help the Wellspring guards regain control of the facility. As the incoming fire dies down, advance along the catwalk to move deeper into the room. Watch out for more bandits hiding here and quickly mow them down with your automatic weapon of choice. Once the area has been cleared of bandits, the lead guard tells you to remove the Toxin canister from the filtration system in the center of the room. Grab the Toxin and then activate the nearby switch to enable a lift, giving you a ride to the catwalk above. Follow the catwalk to a series of stairs and then climb the ladder at the end of the passage to return to Wellspring.

Wellness Plan

Excellent work! You saved Wellspring's water supply, unlocking the Wellness Plan achievement/trophy.

Wellspring

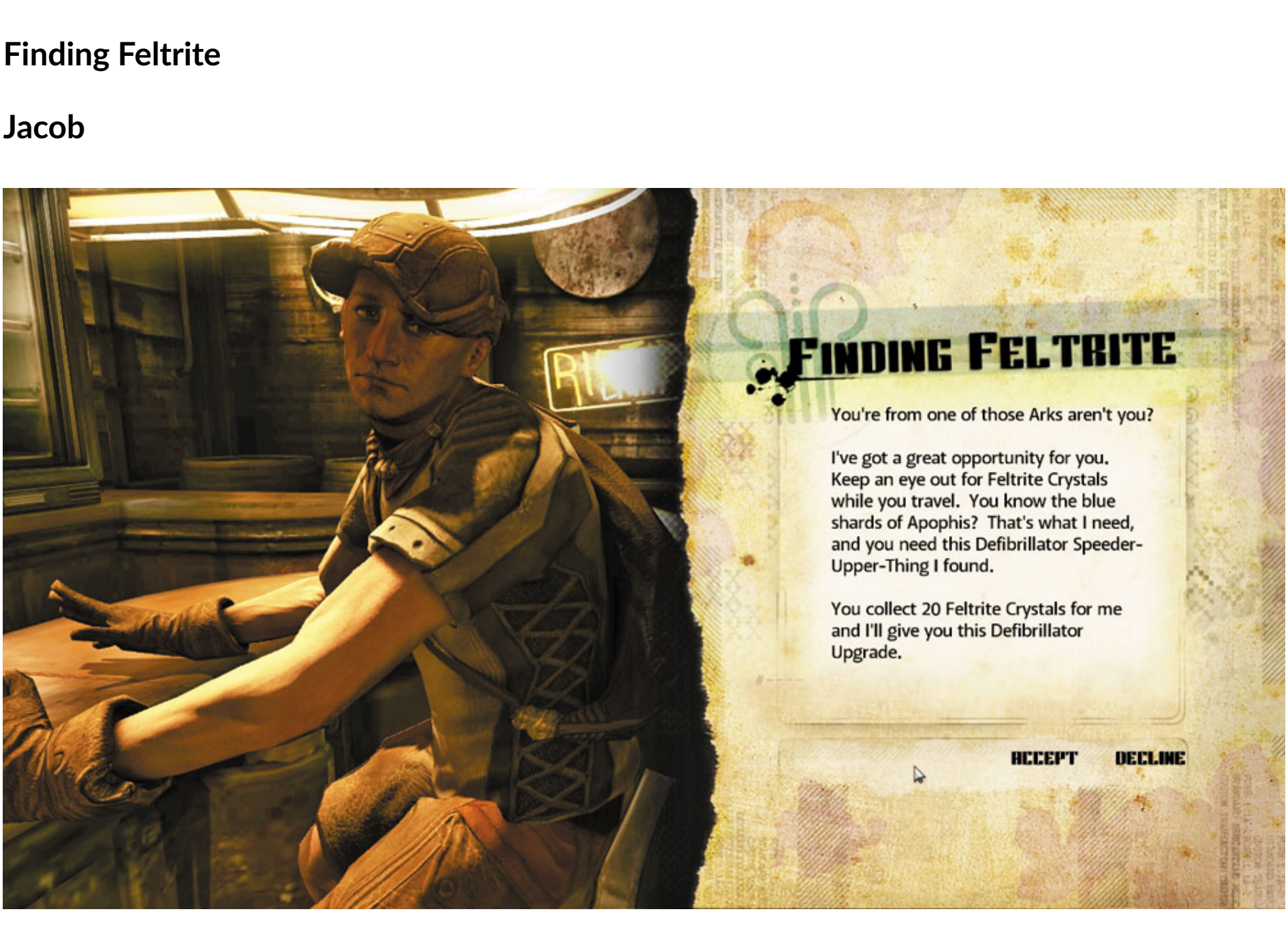
New Objective: Take the Toxin up to Carlson



You emerge from a hatch in the street not far from Sheriff Black's office. Return to the Wellmaster's office to give Carlson the good news. He pays you $200 for a job well done. But Carlson isn't sure what's in the Toxin. He suggests seeing Dr. Kvasir. . .

Finding Feltrite

Jacob



You're from one of those Arks aren't you?

I've got a great opportunity for you. Keep an eye out for Feltrite Crystals while you travel. You know the blue shards of Apophis? That's what I need, and you need this Defibrillator Speeder-Upper-Thing I found.

You collect 20 Feltrite Crystals for me and I'll give you this Defibrillator Upgrade.

Objective: Find 20 Feltrite Crystals

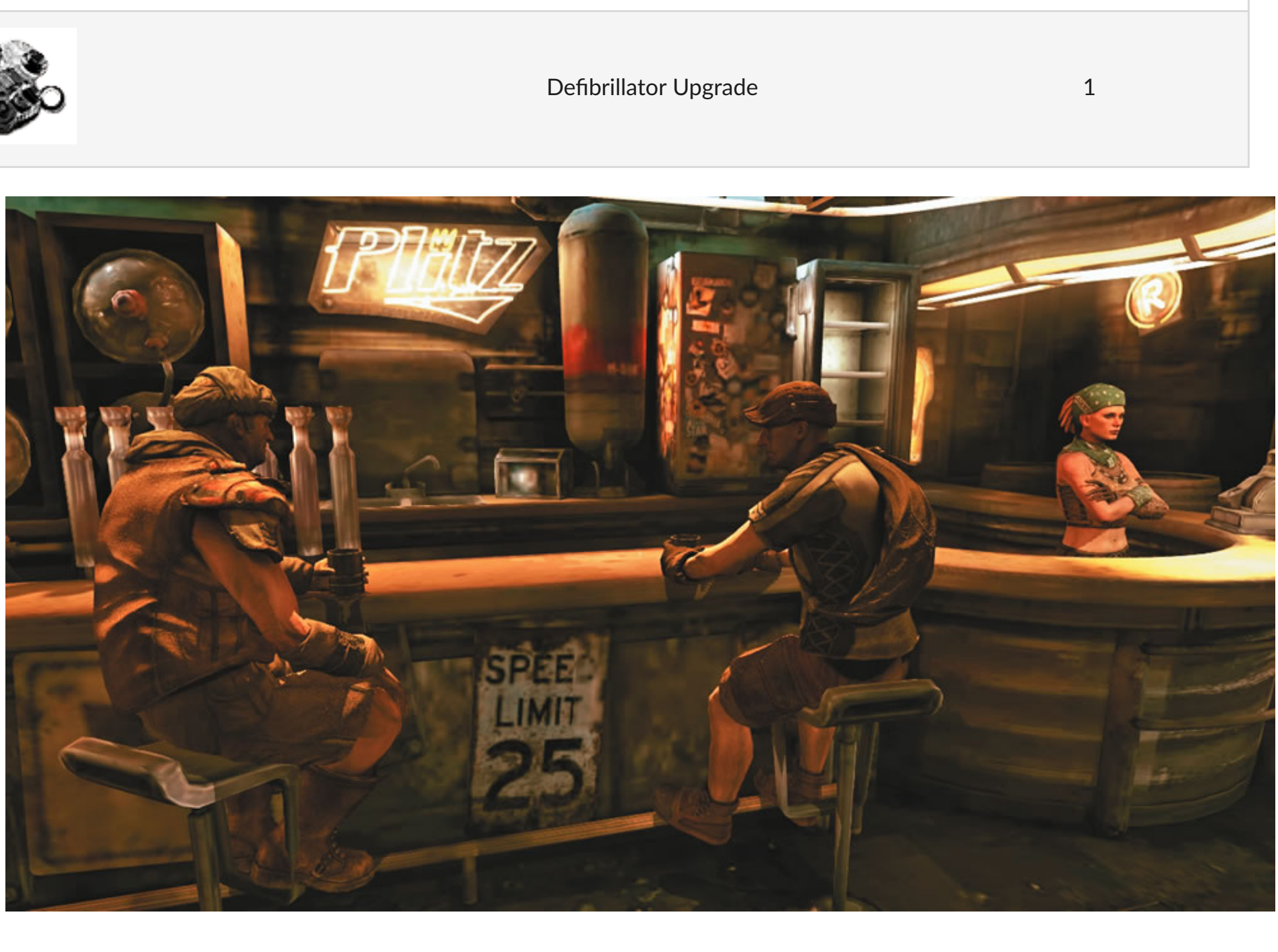
You're one of those Ark survivors aren't you?

I've got a great opportunity for you. Keep an eye out for Feltrite Crystals while you travel. You know, the blue shards of Apophis? That's what I need, and you need this Defibrillator Speeder-Upper-Thing I found.

You collect 20 Feltrite Crystals for me and I'll give you this Defibrillator.

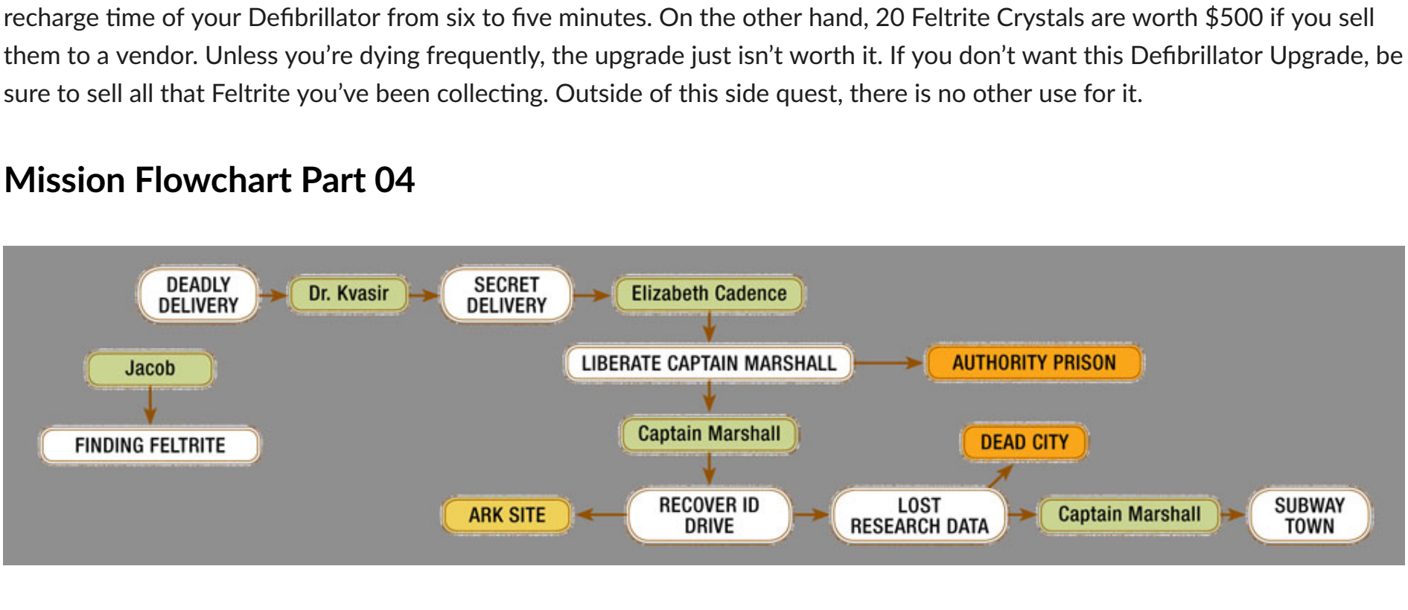
Provided Equipment: None

Reward		
ICON	ITEM	QUANTITY
	Defibrillator Upgrade	1



After clearing the Well, an optional side quest becomes available in the Second Chance Bar. Look for Jacob, sitting at the bar not far from Sally. Jacob is looking for Feltrite and has offered to provide you with a Defibrillator Upgrade if you give him 20 Feltrite Crystals. This is one offer you may want to consider declining. The Defibrillator Upgrade he's offering reduces the recharge time of your Defibrillator from six to five minutes. On the other hand, 20 Feltrite Crystals are worth $500 if you sell them to a vendor. Unless you're dying frequently, the upgrade just isn't worth it. If you don't want this Defibrillator Upgrade, be sure to sell all that Feltrite you've been collecting. Outside of this side quest, there is no other use for it.

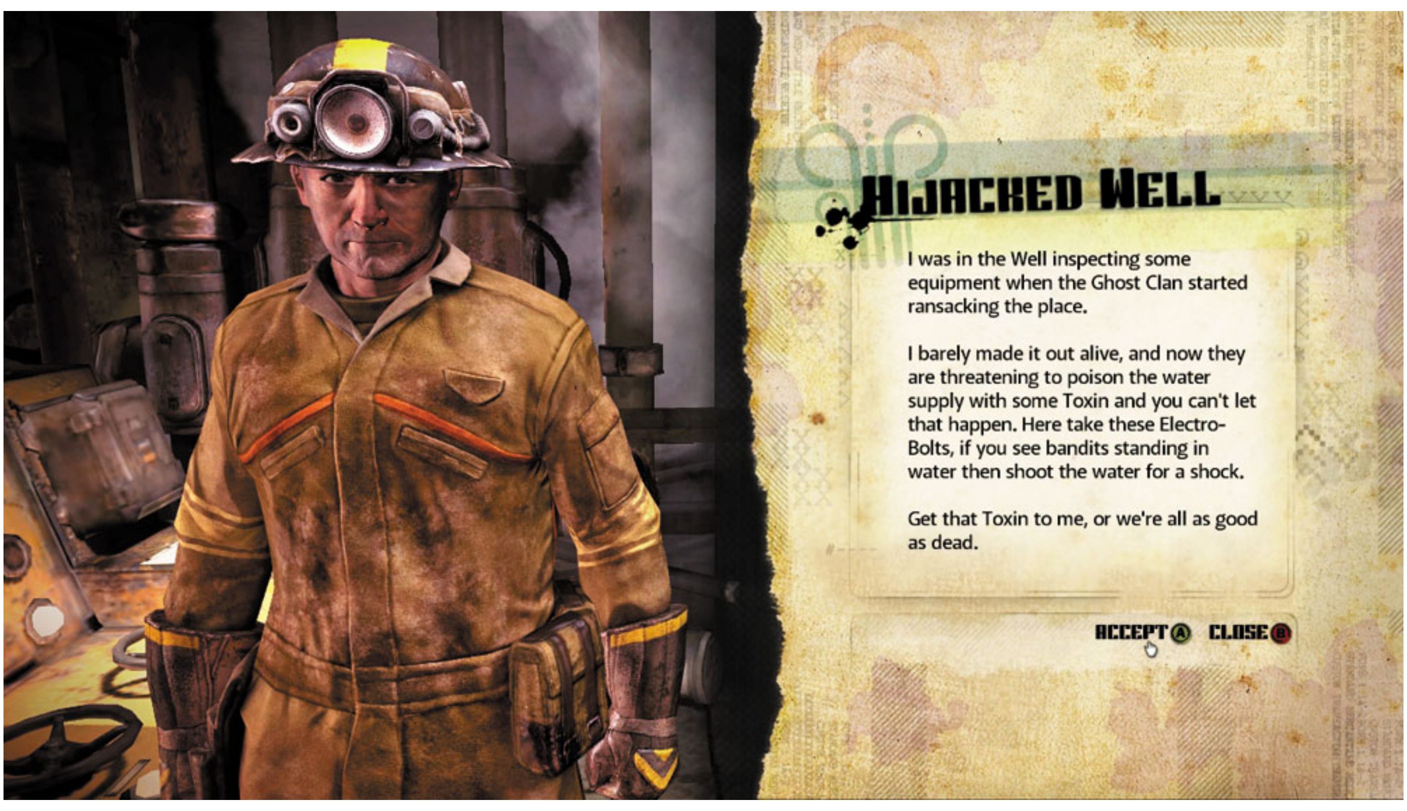
Mission Flowchart Part 04



Wasteland

Deadly Delivery

Carlson



HIJACKED WELL

I was in the Well inspecting some equipment when the Ghost Clan started ransacking the place.

I barely made it out alive, and now they are threatening to poison the water supply with some Toxin and you can't let that happen. Here take these Electro-Bolts, if you see bandits standing in water then shoot the water for a shock.

Get that Toxin to me, or we're all as good as dead.

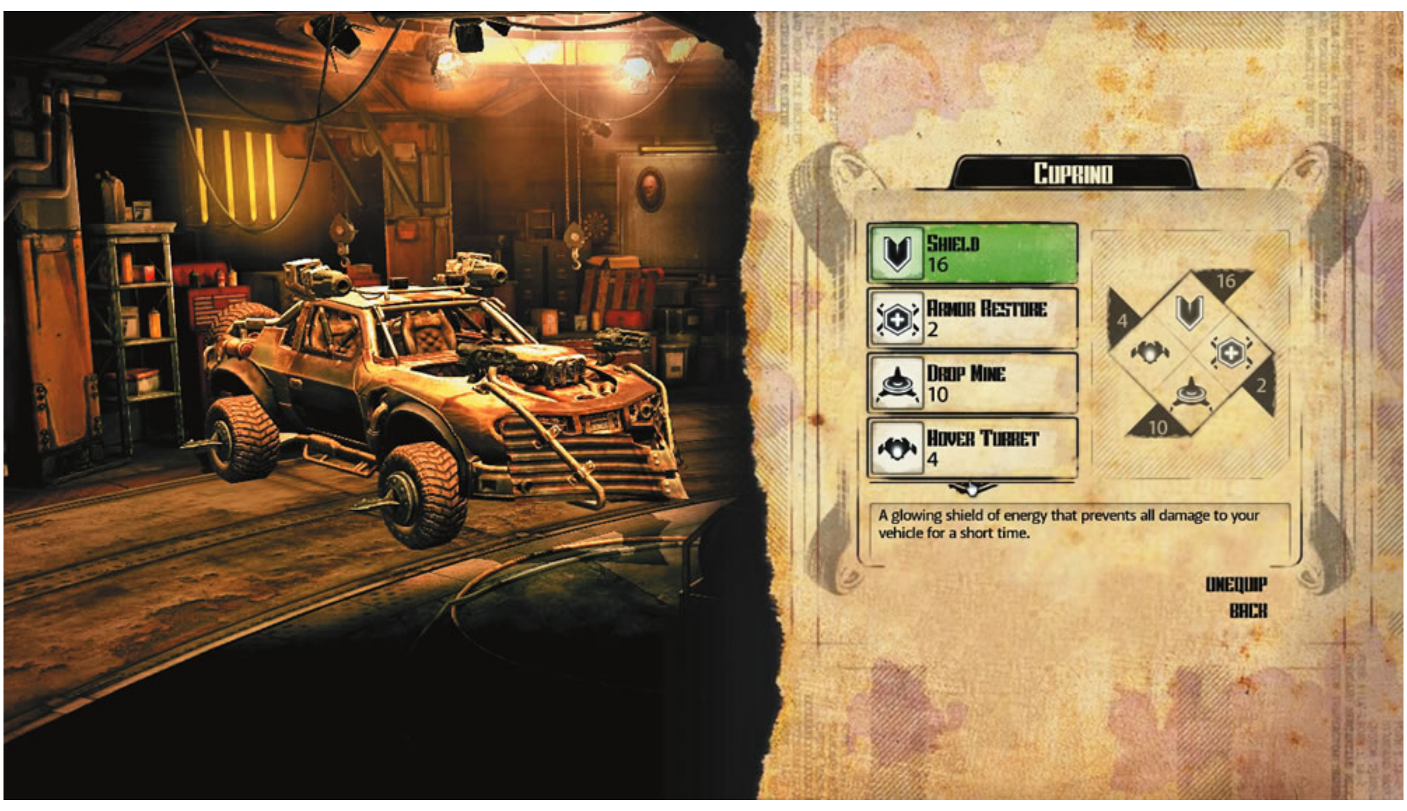
Objective: Take the Toxin to Dr. Kvasir.

I don't know what that Toxin is, but I know it isn't safe.

Either way, we can't let it fall into the wrong hands. It's a lot to ask, but can you take the Toxin to Dr. Kvasir? He'll know what to do with it.
Be careful, and thanks again for your help.

Provided Equipment: None

Reward: None

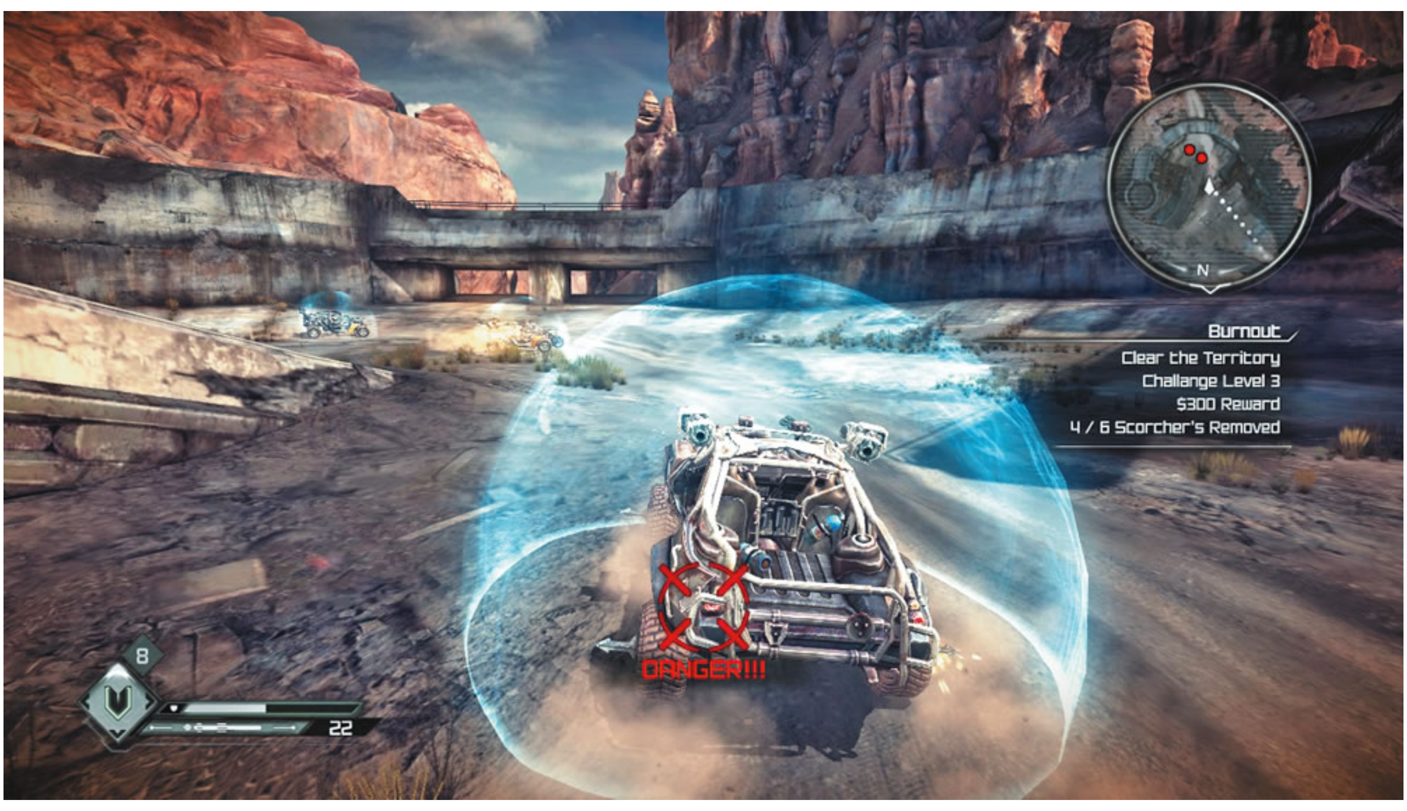


CUPRINO

Shield 16
Armor Restore 2
Drop Mine 10
Hover Turret 4

A glowing shield of energy that prevents all damage to your vehicle for a short time.

Carlson needs you to take the Ghost Clan's Toxin to Dr. Kvasir's lab. But before leaving Wellspring, visit Rusty to stock up on supplies for your Cuprino. You'll most likely encounter several bandit vehicles along the way to Kvasir's lab, so it's a good idea to be prepared for some intense vehicular combat. Buy plenty of Shields, some Drop Mines, and at least a couple of Armor Restore items. You can also bolster your vehicle's offense with some Hover Turrets. These drone-like weapons hover around your vehicle, automatically firing at nearby enemies. Hover Turrets don't dish out a ton of damage, but they're a good way to defend your flanks. Aftershockers are also a great way to dish out some damage, releasing a burst of energy that can flip enemy vehicles, making them vulnerable to follow-up attacks. Also, if you have some extra racing certificates, don't miss the opportunity to buy some upgrades for the Cuprino. Back at Mick's garage, assign your quick use items and exit to the Wasteland.



Burnout
Clear the Territory
Challange Level 3
$300 Reward
4 / 6 Scorcher's Removed

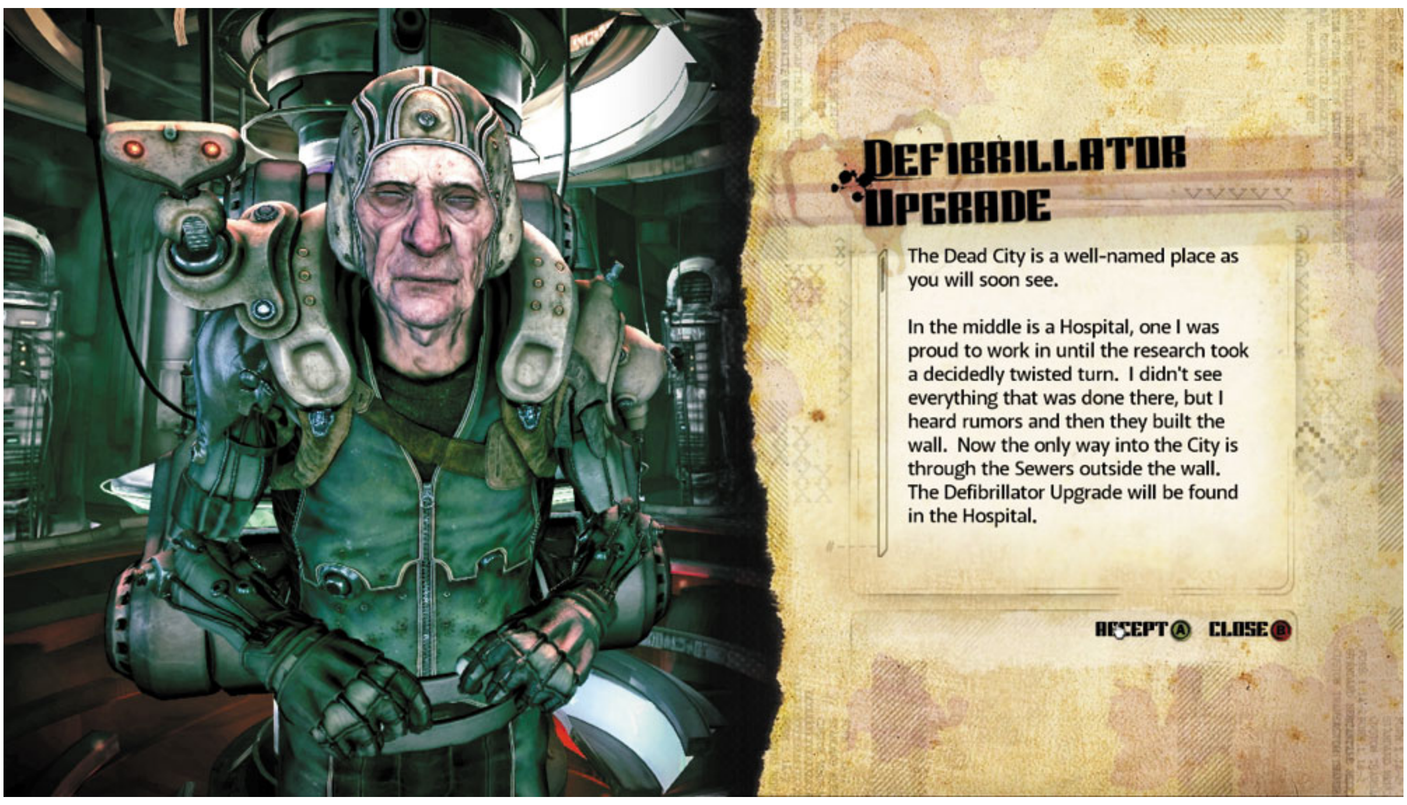
Before entering Scorcher Territory, deploy a Hover Turret and choose Shields as your quick use item. If you've been completing the Sally's Bounty jobs, by now you're facing some stiff resistance. Some of the bandit cars may be equipped with Shields and rocket launchers of their own. If you see a red "Danger" warning on the screen, it means an enemy vehicle has fired rockets at you. Quickly deploy Shields to avoid taking heavy damage. When you're not deploying Shields, saturate the ground with Drop Mines while blasting the enemy vehicles with rockets of your own. During the fight, constantly monitor your Cuprino's health and use an Armor Restore before your ride explodes. The Armor Restore works fast, but it leaves you somewhat vulnerable to attacks, so race away from the pack while repairing your vehicle and then rush back into the fight. Keep up the attacks until all the bandit vehicles have been reduced to flaming wrecks.

Enter Kvasir's lab and place the Toxin on the metal tray. Kvasir tells you that he's been developing a new weapon for the Resistance, and this Toxin may contain just the right ingredient to complete his research. In his experiments, he's injected Nanotrites into subjects, allowing them to be controlled for a short time—before eventually exploding due to Nanotrite overload. But this Toxin may allow him to refine the formula. In the meantime he wants you to make another delivery. . .

Wasteland

Secret Delivery

Kvasir



The Dead City is a well-named place as you will soon see.

In the middle is a Hospital, one I was proud to work in until the research took a decidedly twisted turn. I didn't see everything that was done there, but I heard rumors and then they built the wall. Now the only way into the City is through the Sewers outside the wall. The Defibrillator Upgrade will be found in the Hospital.

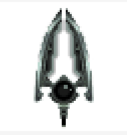
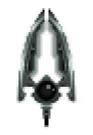
Objective: Take the Darts to Elizabeth Cadence

This is an important day for the Resistance, my friend.

Take these Mind Control Darts, and find Elizabeth Cadence. She'll be waiting at the Second Chance Bar in Wellspring. There's been trouble, and these will be needed.

You must hurry. Every minute counts.

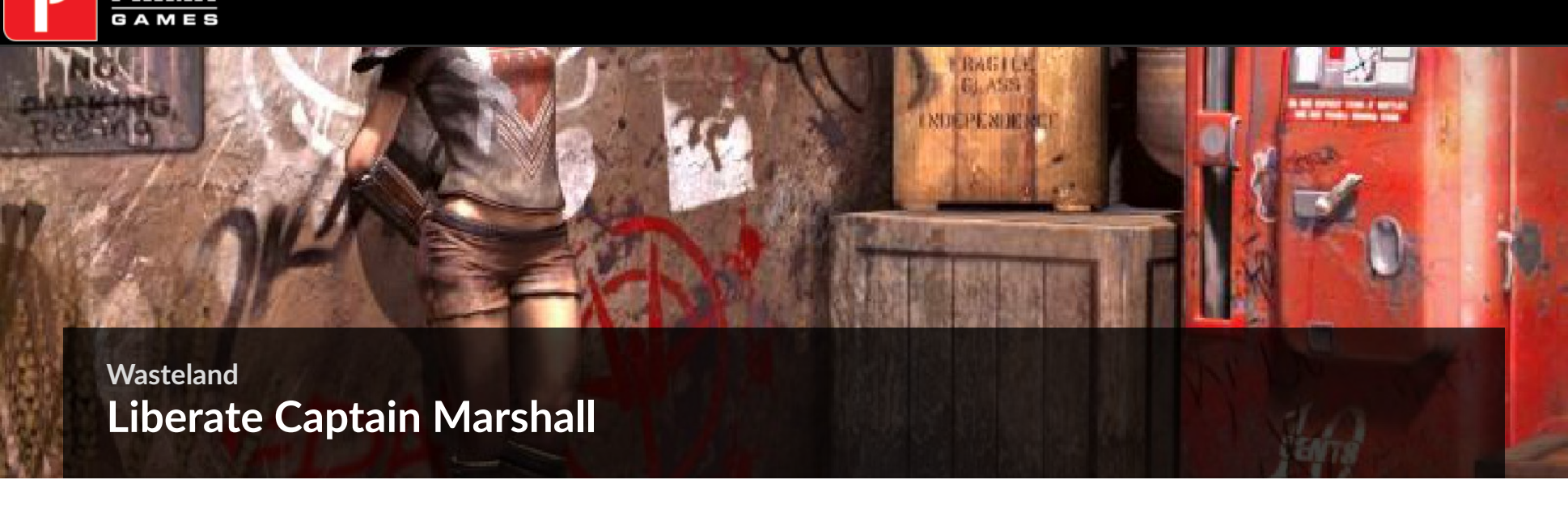
Provided Equipment

ICON	ITEM	QUANTITY
	Sample Mind Controls Darts	1
	Mind Control Bolts	6
	Mind Control Bolts Schematic	1

Reward: None

LURES LIGHT!

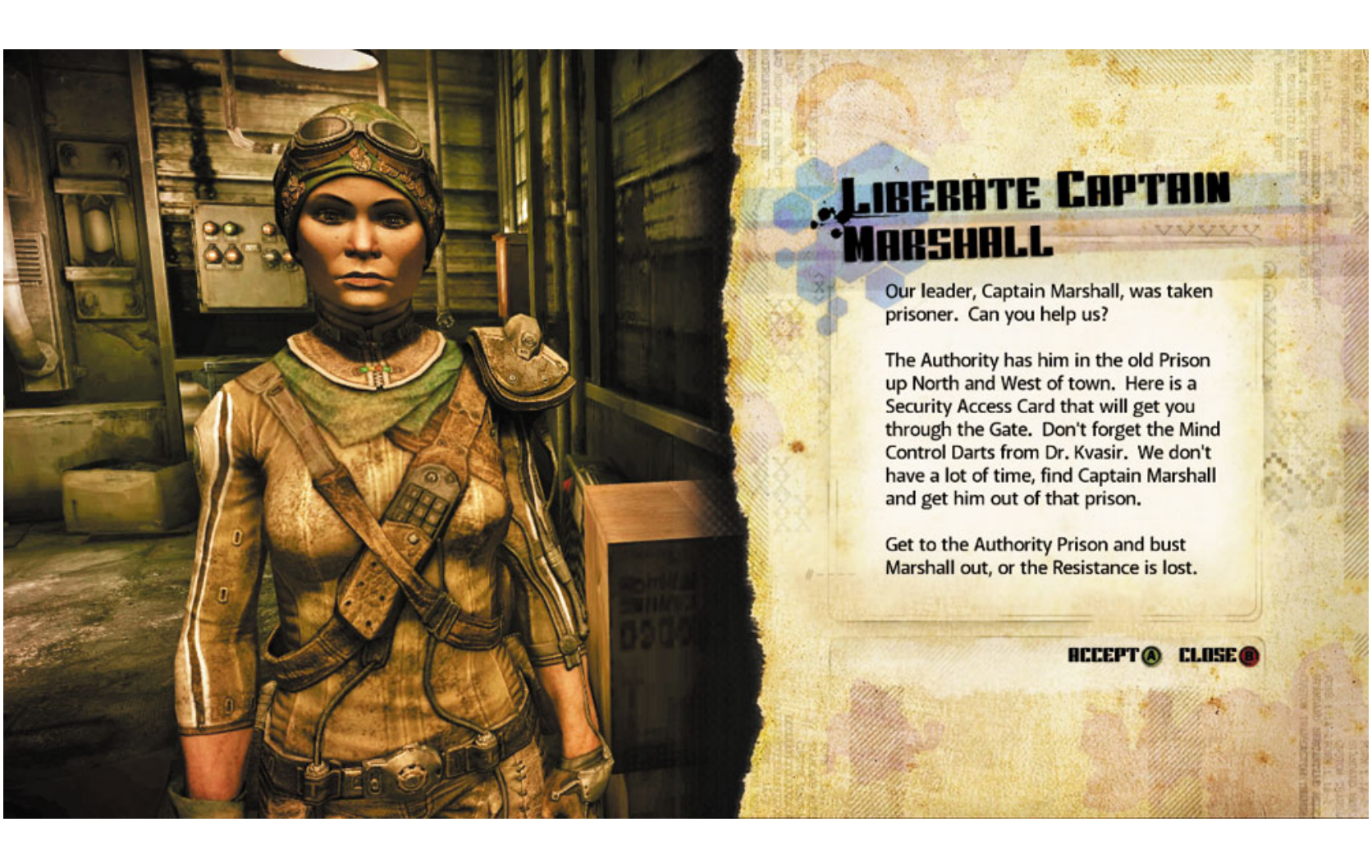
Kvasir needs you to deliver some Sample Mind Control Darts to a member of the Resistance in Wellspring. Along with the samples, he gives you six Mind Control Bolts for your Striker Crossbow as well as the schematic to make more. Hop back in your Cuprino and return to Wellspring. Kvasir's Resistance contact is Elizabeth Cadence. You can find her sitting on a stool in the Second Chance Bar. Be sure to visit Sally while you're there to receive payment for any bandit vehicles you've destroyed. Interact with Elizabeth to get her attention, but she doesn't want to talk in the bar. She leads you into a back room, warning that the Authority has eyes everywhere. Elizabeth admits that the Resistance has been keeping an eye on you. Most Ark survivors end up working with the Resistance, and she's hoping you make the same decision. The Resistance could really use your help for an upcoming mission....



Wasteland

Liberate Captain Marshall

Elizabeth Cadence


LIBERATE CAPTAIN MARSHALL
ACCEPT
CLOSE

Our leader, Captain Marshall, was taken prisoner. Can you help us?

The Authority has him in the old Prison up North and West of town. Here is a Security Access Card that will get you through the Gate. Don't forget the Mind Control Darts from Dr. Kvasir. We don't have a lot of time, find Captain Marshall and get him out of that prison.

Get to the Authority Prison and bust Marshall out, or the Resistance is lost.

Objective: Free Captain Marshall from the Authority

Our leader, Captain Marshall, was taken prisoner. Can you help us?

The Authority has him in the old Prison up north and west of town. Here is a Security Access Card that will get you through the gate. Don't forget the Mind Control Darts from Dr. Kvasir. We don't have a lot of time.

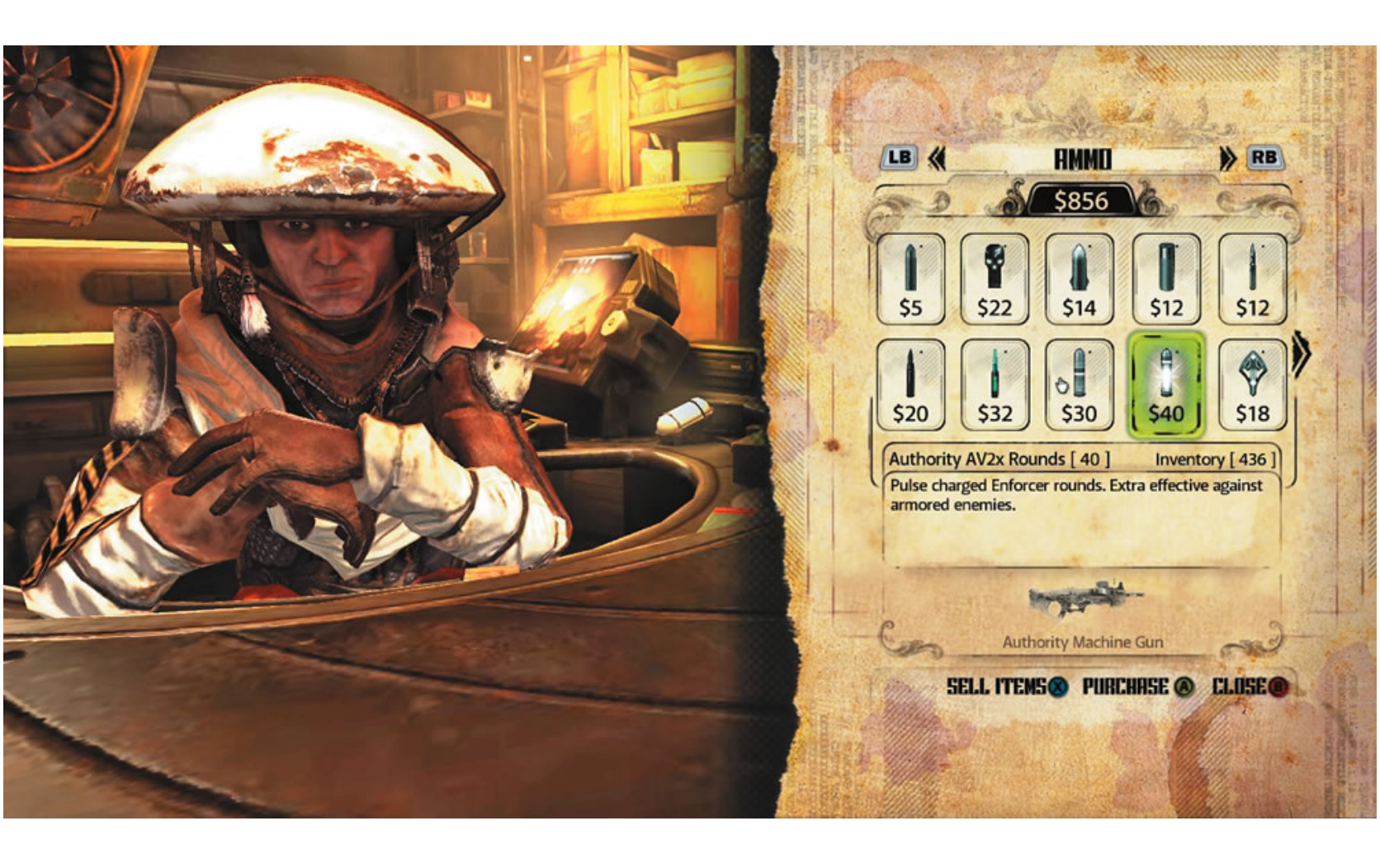
Get to the Authority Prison and bust Marshall out, or the Resistance is lost.

Provided Equipment

ICON	ITEM	QUANTITY
	Authority Access Cards	1

Reward: None

New Objective: Head to the Authority Prison

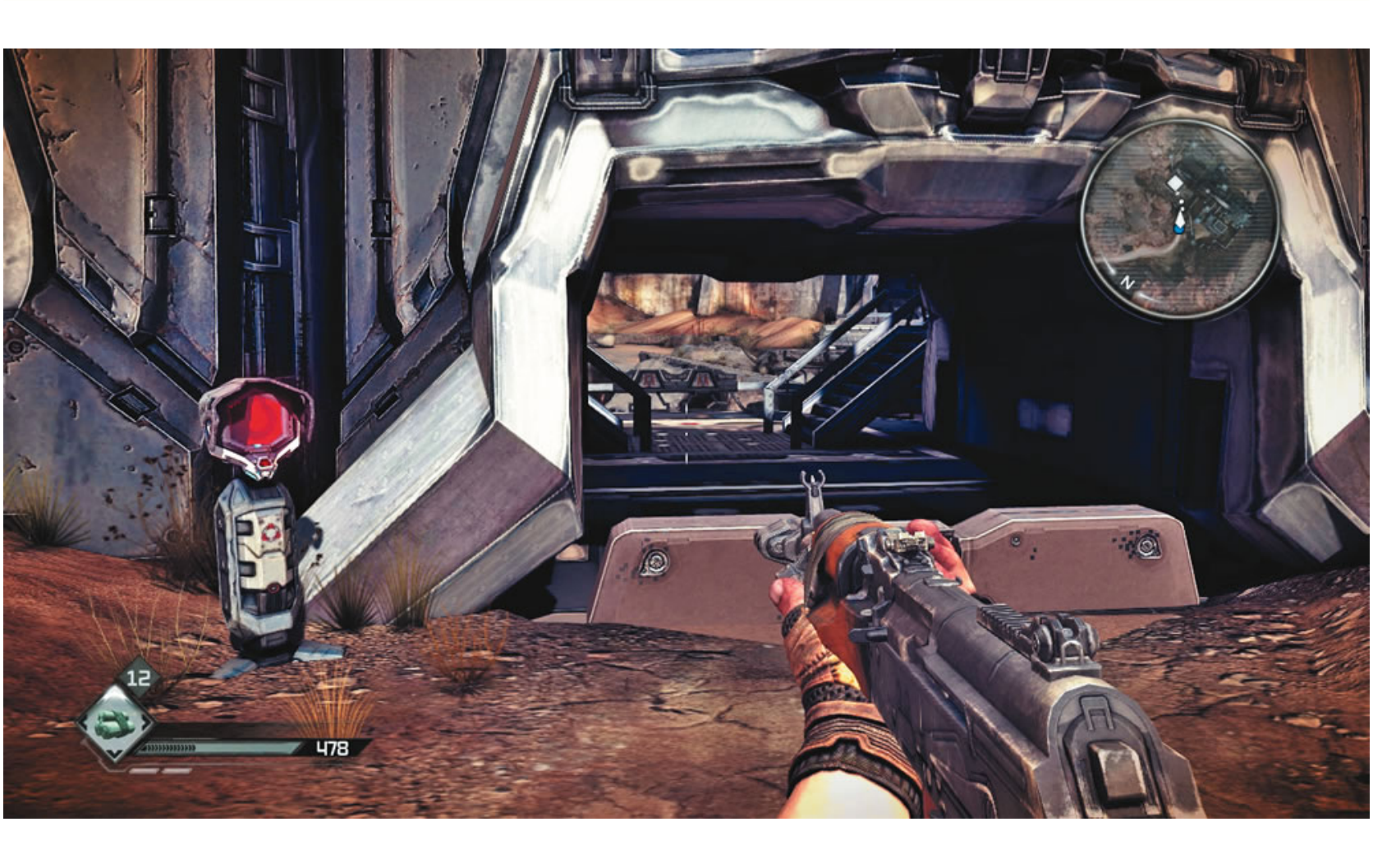

LB
AMMO
RB
$856
$5
$22
$14
$12
$12
$20
$32
$30
$40
$18
Authority AV2x Rounds [40]
Inventory [436]
Pulse charged Enforcer rounds. Extra effective against armored enemies.
Authority Machine Gun
SELL ITEMS
PURCHASE
CLOSE

Strolling through the Authority Prison is no picnic, so make sure you're well stocked on supplies and ammo before leaving Wellspring. Visit Coffer and purchase Light and Medium Armor Upgrades if you haven't already. The schematics for the Sentry Bot and Sentry Turret can come in handy too. When shopping for ammo, buy plenty of Authority AV2x Rounds for your Authority Machine Gun. These special rounds are pulse-charged, ideal for punching through enforcer armor. Also, make sure you have plenty of Buckshot for your Combat Shotgun. Next, pay Rusty a visit to stock up on vehicle items. Chances are you'll encounter bandits on the way to the Authority Prison, so make sure you have enough Shields and ammo to survive the encounter. If you have enough racing certificates, buy the Medium Cuprino Armor to bolster the defenses of your ride.

The Authority Prison is located beyond the Northern Watch Tower, sending you through Scorcher Territory. Be ready to battle several bandit vehicles here armed with rockets and Shields of their own. If you don't feel like fighting (or don't have the equipment for it) simply boost out of the area while deploying Shields to protect your vehicle from incoming rockets, otherwise enter the fray and make a stand. There may be more bandit vehicles patrolling the road near the Authority Prison too. Single them out and blast them to smithereens with your rockets.

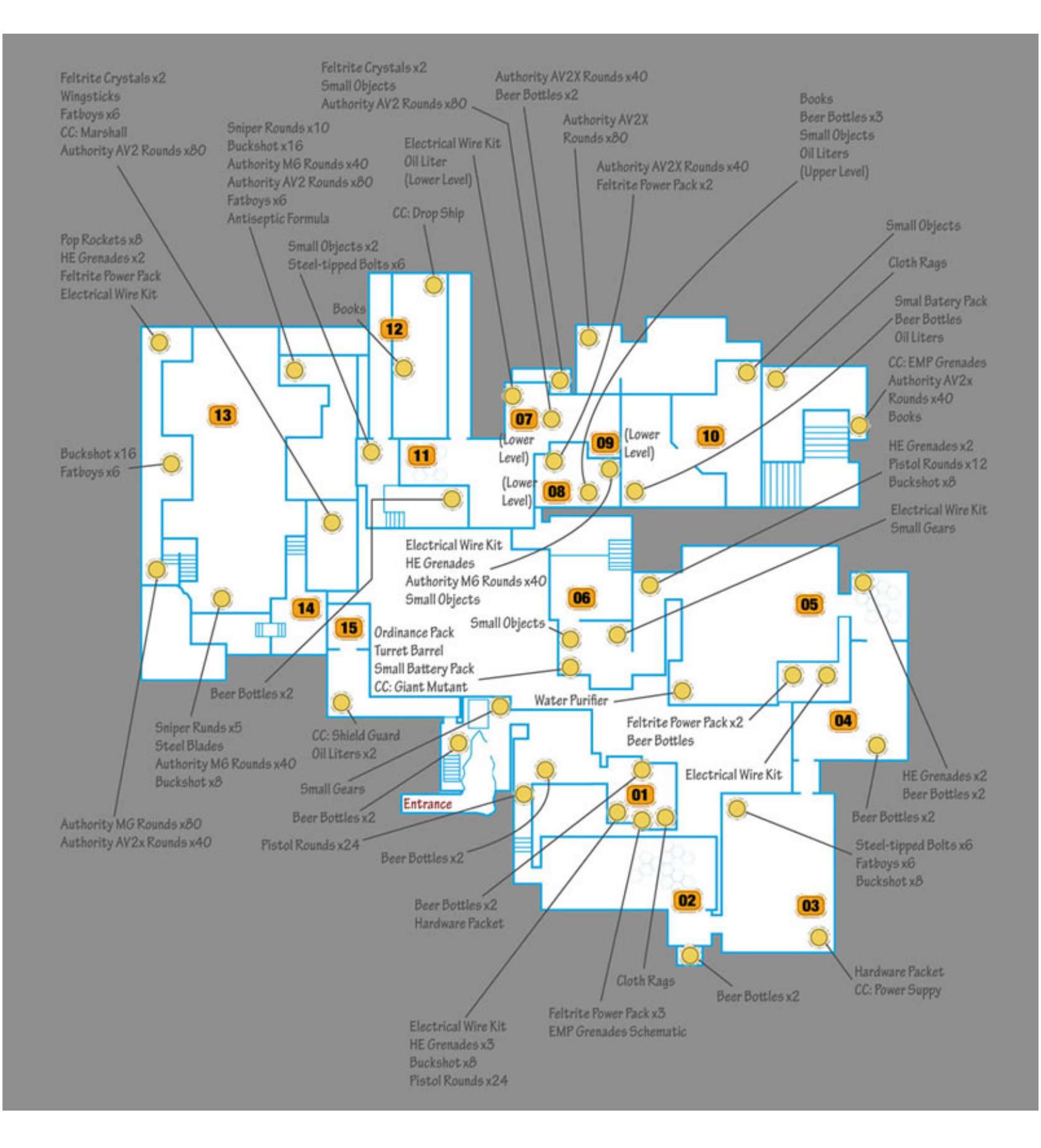
Note

On the way to the prison, you find yourself in the middle of a Feltrite meteor storm. Follow the path formed by the meteorite impacts, running over each of them in sequence to collect the Feltrite and complete the mission.



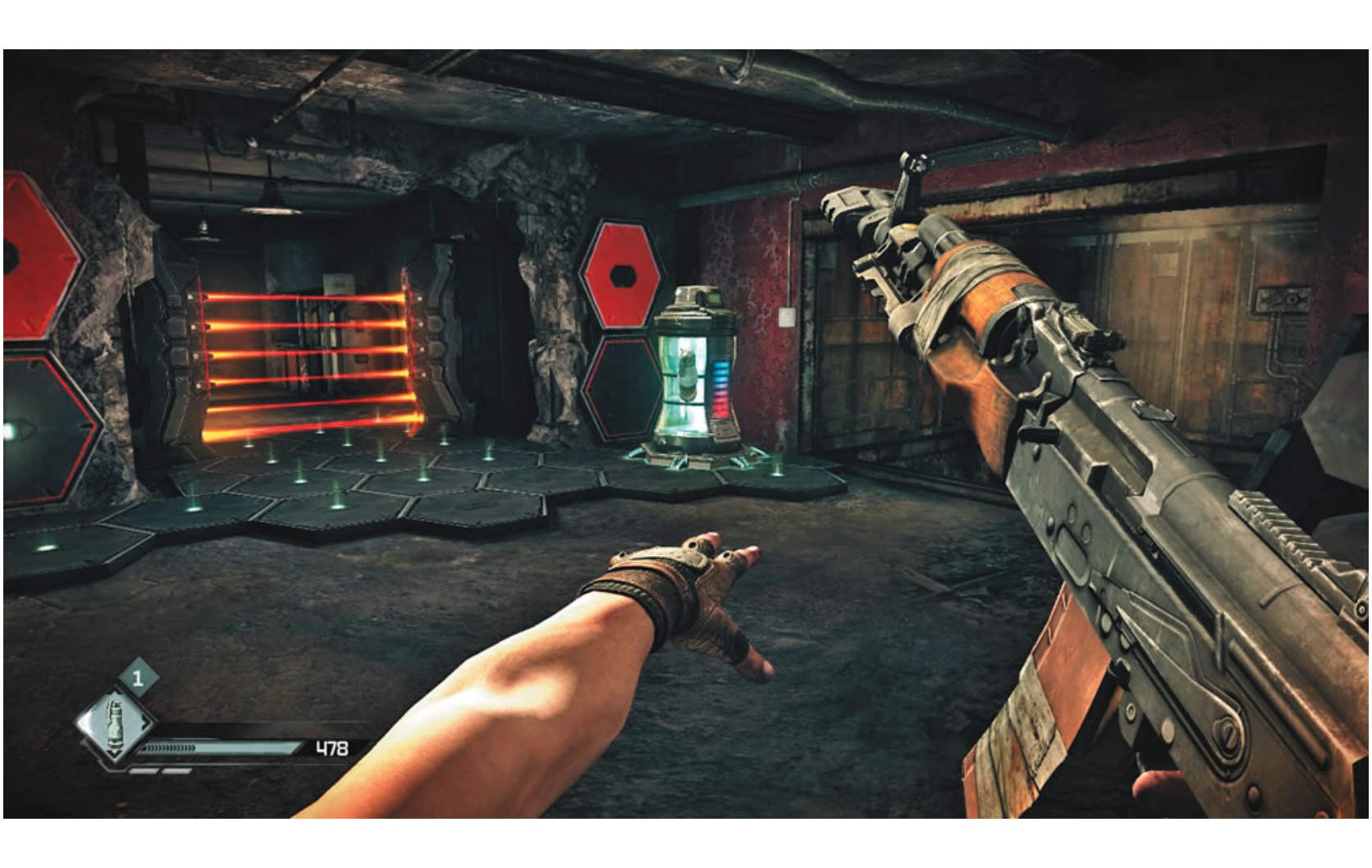
Park your Cuprino outside the prison and approach the terminal to the left of the main gate. Interact with the terminal to swipe the Authority Access Card that Elizabeth gave you, which causes the gate to open. Two Authority enforcers guard the gate; sniping them from a safe distance is very effective. Once the area is clear, step inside and pass between the two staircases. Just beyond the staircases is a ladder leading down to a narrow trench. Follow the trench into a cave where you can access the Authority Prison through a hatch.

Authority Prison

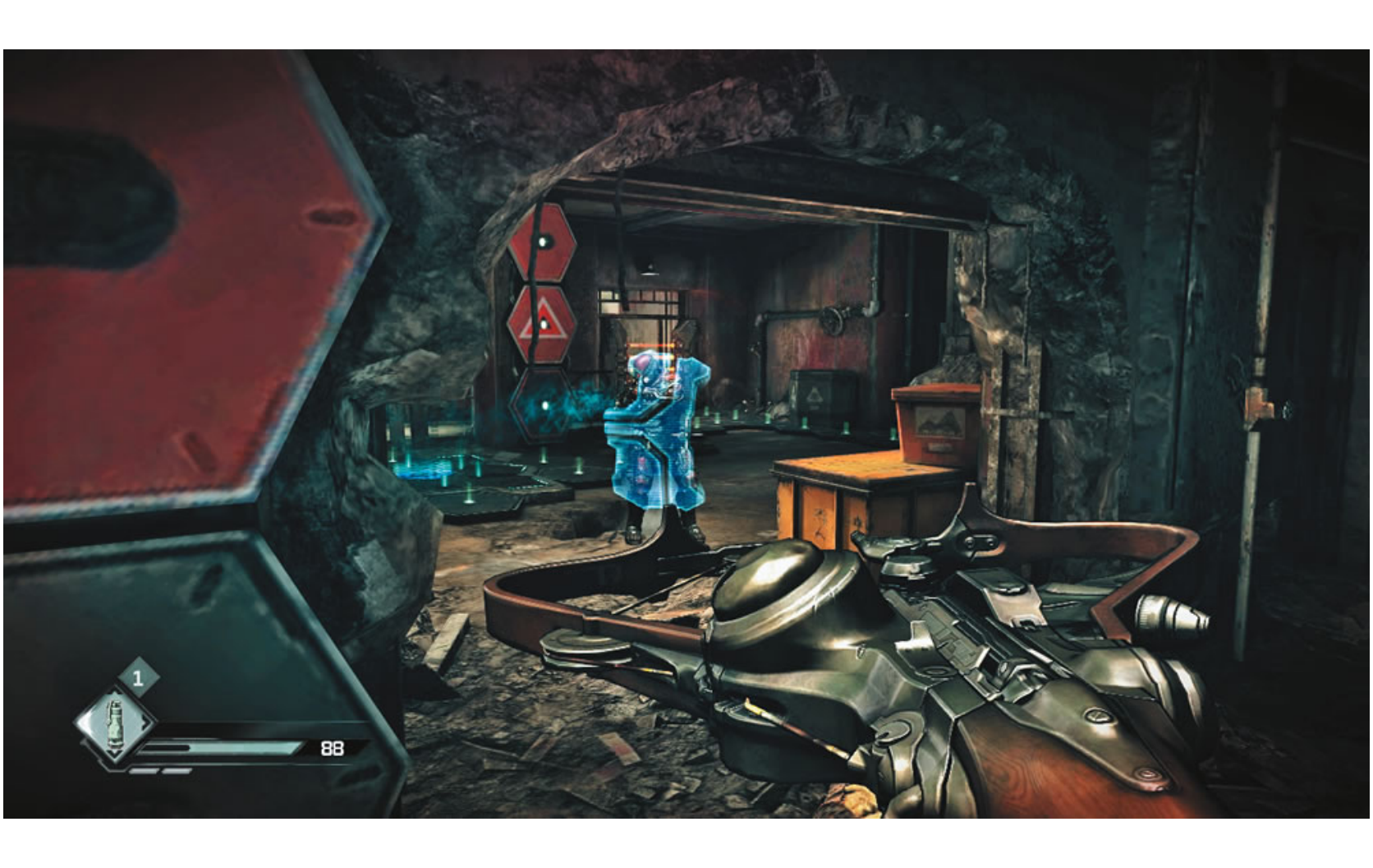

Feltrite Crystals x2
Wingsticks
Fatboys x6
CC: Marshall
Authority AV2 Rounds x80
Feltrite Crystals x2
Small Objects
Authority AV2 Rounds x80
Authority AV2X Rounds x40
Beer Bottles x2
Books
Beer Bottles x3
Small Objects
Oil Liters
(Upper Level)
Sniper Rounds x10
Buckshot x16
Authority M6 Rounds x40
Authority AV2 Rounds x80
Fatboys x6
Antiseptic Formula
Electrical Wire Kit
Oil Liter
(Lower Level)
Authority AV2X Rounds x80
Authority AV2X Rounds x40
Feltrite Power Pack x2
CC: Drop Ship
Small Objects x2
Steel-tipped Bolts x6
Pop Rockets x8
HE Grenades x2
Feltrite Power Pack
Electrical Wire Kit
Small Objects
Cloth Rags
Books
Smal Batery Pack
Beer Bottles
Oil Liters
CC: EMP Grenades
Authority AV2x Rounds x40
Books
12
13
07
09
10
11
08
(Lower Level)
(Lower Level)
(Lower Level)
Buckshot x16
Fatboys x6
HE Grenades x2
Pistol Rounds x12
Buckshot x8
Electrical Wire Kit
Small Gears
Electrical Wire Kit
HE Grenades
Authority M6 Rounds x40
Small Objects
06
05
14
15
Small Objects
Ordinance Pack
Turret Barrel
Small Battery Pack
CC: Giant Mutant
Beer Bottles x2
Water Purifier
Feltrite Power Pack x2
Beer Bottles
04
Sniper Runds x5
Steel Blades
Authority M6 Rounds x40
Buckshot x8
CC: Shield Guard
Oil Liters x2
Small Gears
Electrical Wire Kit
HE Grenades x2
Beer Bottles x2
01
Entrance
Beer Bottles x2
Authority MG Rounds x80
Authority AV2x Rounds x40
Pistol Rounds x24
Beer Bottles x2
Steel-tipped Bolts x6
Fatboys x6
Buckshot x8
Beer Bottles x2
Hardware Packet
02
03
Cloth Rags
Beer Bottles x2
Hardware Packet
CC: Power Suppy
Electrical Wire Kit
HE Grenades x3
Buckshot x8
Pistol Rounds x24
Feltrite Power Pack x3
EMP Grenades Schematic

New Objective: Find Captain Marshall

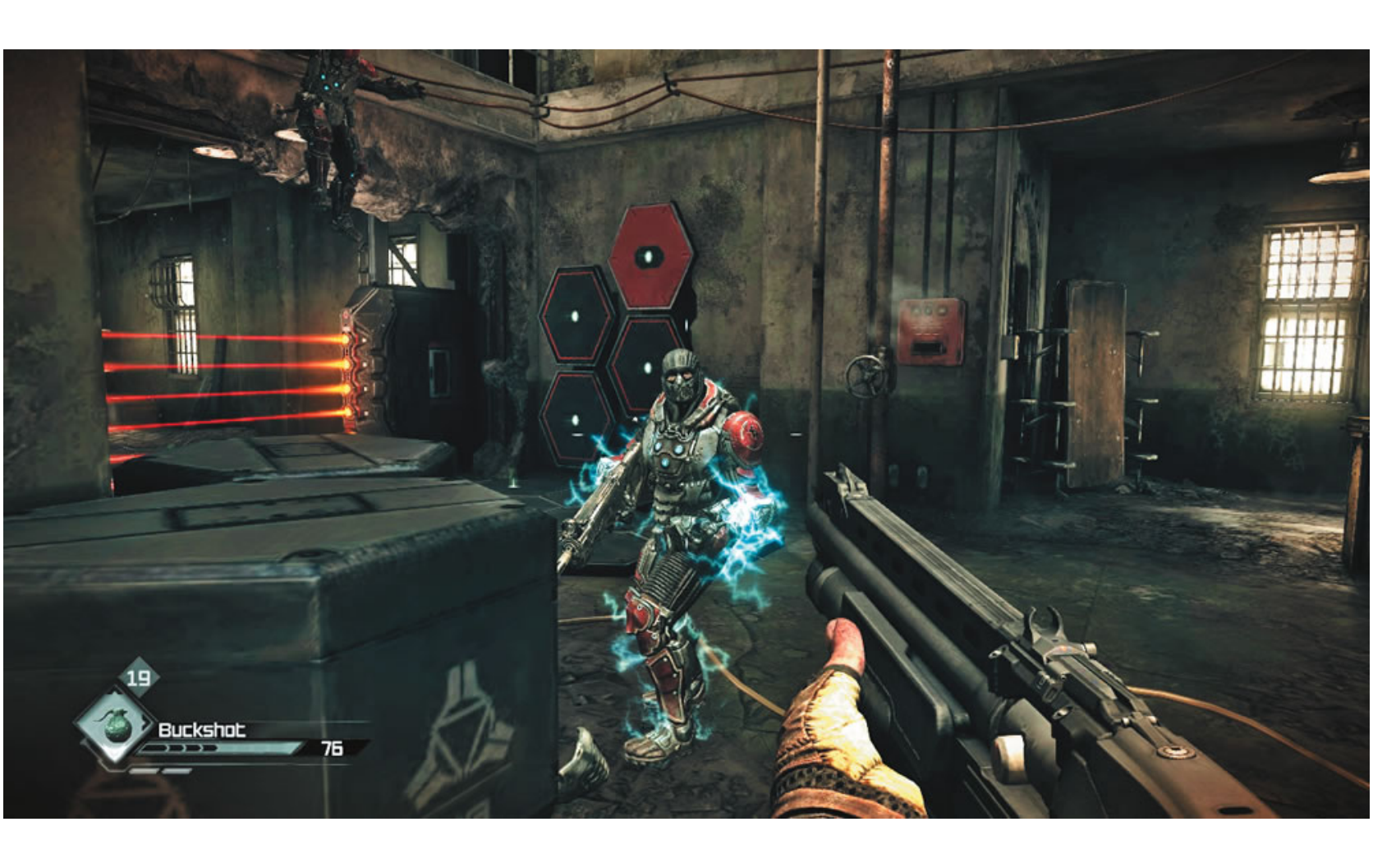
As you enter the prison, an automated voice informs the security personnel of an upcoming prisoner transfer, but don't let this warning make you rush. You have plenty of time to find Captain Marshall, so take the time to explore and gather pick-ups. There are no hostile units in the first passage and this makeshift storeroom containing Feltrite Power Packs, various ammo, and a couple of EMP Grenades, as well as a schematic to make more. EMP Grenades are essential here, allowing you to disable Authority equipment. Add the EMP Grenades to your quick use items, but don't throw one yet. You need to use these EMP Grenades in specific areas to knock out generators.



You encounter the first generator in this room. The blue-lit cylindrical object powers the nearby security barrier, preventing you from entering the next room. Equip an EMP Grenade and toss it at the generator. Unlike HE Grenades, EMP Grenades adhere themselves to the first surface they touch. Make sure the EMP Grenade sticks to the side of the generator to guarantee success. EMP Grenades have a small blast radius, but it's still a good idea to get the grenade as close to the intended target as possible. The detonation of the EMP Grenade disables the generator, draining power from the nearby security barrier. Your EMP attack hasn't gone unnoticed, however. The automated voice is heard again, warning of a power outage in Grid 9. Cautiously advance to the next room.



Here you encounter a couple of enforcers. They may look like robots, but they're just humans in heavy body armor. One of the enforcers is equipped with a shield-like force field. You can short out the energy shield with a couple of Electro Bolts fired from your Striker Crossbow. However, don't let the enforcer retreat to the brightly lit blue hexagonal panel on the floor. He can gain more energy here and restore his energy shield. The Electro Bolts also temporarily stun the enforcers. While they're stunned, rush up to them and shoot them in the head with your Combat Shotgun for a quick, yet messy, kill. Once the two enforcers are down, turn to the right side of the room to spot another generator. Disable it with an EMP Grenade to drain the nearby security barrier. Before exiting, descend the steps to the left of the security barrier to enter a crawl space containing some ammo.


19
Buckshot
76

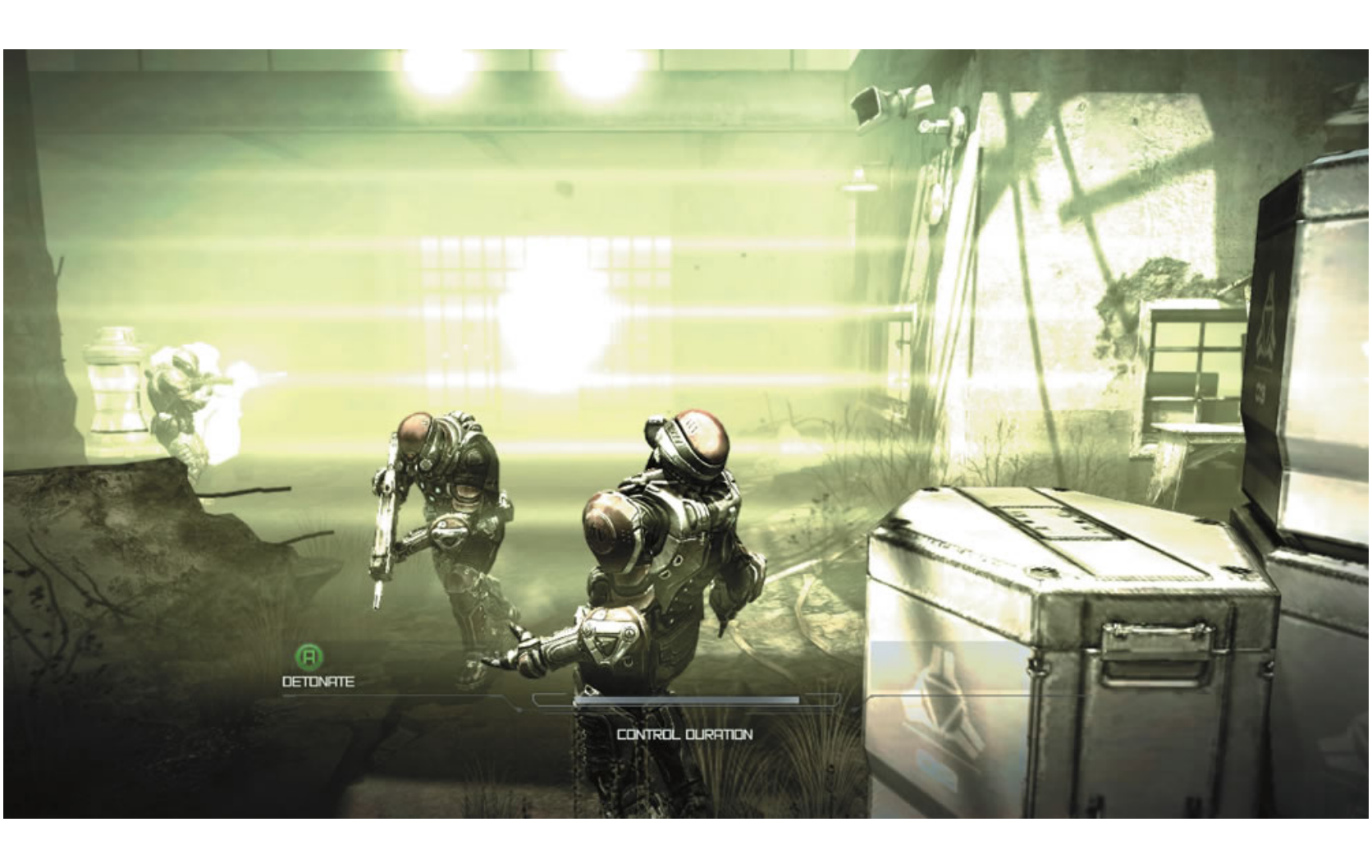
Three enforcers occupy this room and they attack aggressively. Fortunately, none of them is equipped with an energy shield. Follow the same game plan here by stunning them with Electro Bolts and blasting them at close range with the Combat Shotgun. Once all three enforcers are down check in the crate against the back wall for the Power Supply card, then enter the adjoining office to grab a couple more EMP Grenades off the desk. While in the office, peer through the window next to the desk to spot another generator. Toss an EMP Grenade through the window and attach it to the distant generator. Stand directly in front of the window before throwing to make sure the EMP Grenade reaches its target. This knocks out the power to the nearby security barrier, allowing you to proceed.

Caution

When engaging enforcers at close range, always keep Bandages ready as your quick use item. Enforcers are armed with Authority Machine Guns, capable of inflicting heavy damage. In addition to shooting you, enforcers will also strike you with their weapon if you get too close. These melee attacks inflict heavy damage as well, so avoid close contact unless your target is stunned by an Electro Bolt.

Cell Block D

As you enter this cell block, a couple of enforcers descend on jetpacks through a hole in the ceiling. Don't let their impressive entrance intimidate you. Shock them both with Electro Bolts and then blast them at close range with your Combat Shotgun. If necessary, retreat into the previous room for cover and fire through the narrow doorway. The initial enforcers are backed up by reinforcements, including one equipped with an energy shield. Disable the energy shield with Electro Bolts, then finish the enforcer off with a weapon of your choice. Now is a good time to break out your Authority Machine Gun loaded with Authority AV2x Rounds. This allows you to engage the enforcers at greater range without exposing yourself. Once the fight is over, locate the generator in the corner and disable it with an EMP Grenade to drain the next security barrier.

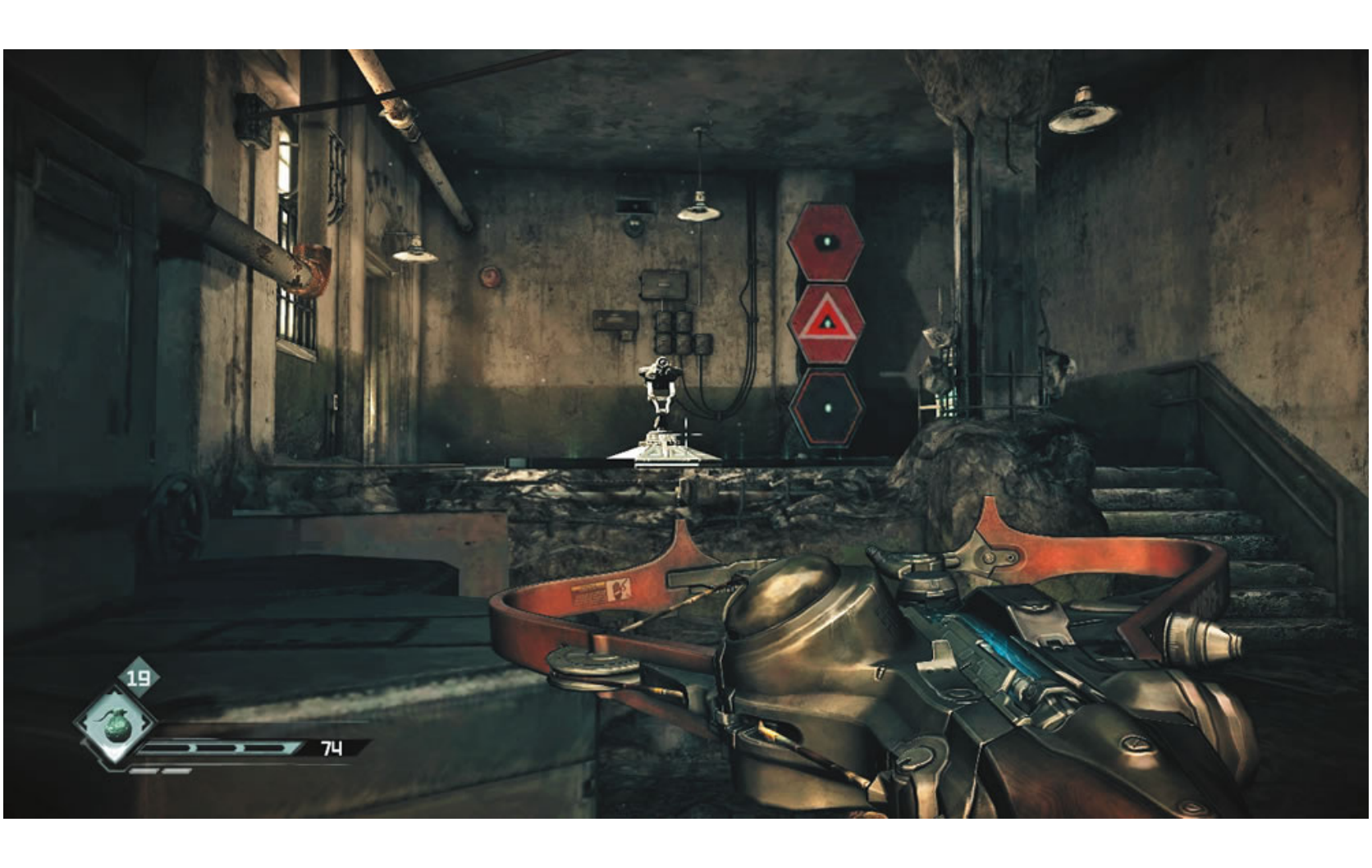

DETONATE
CONTROL DURATION

Tip

Don't forget to use the Mind Control Bolts Dr. Kvasir gave you. This allows you to temporarily control your target through a third-person camera angle. You only have control for a short time before your subject explodes. Alternatively, you can choose exactly when the victim explodes by pressing the button/key shown on-screen. Do your best to steer the victim toward another enforcer before detonation occurs. With some practice, you can take out multiple enemies with a single Mind Control Bolt.

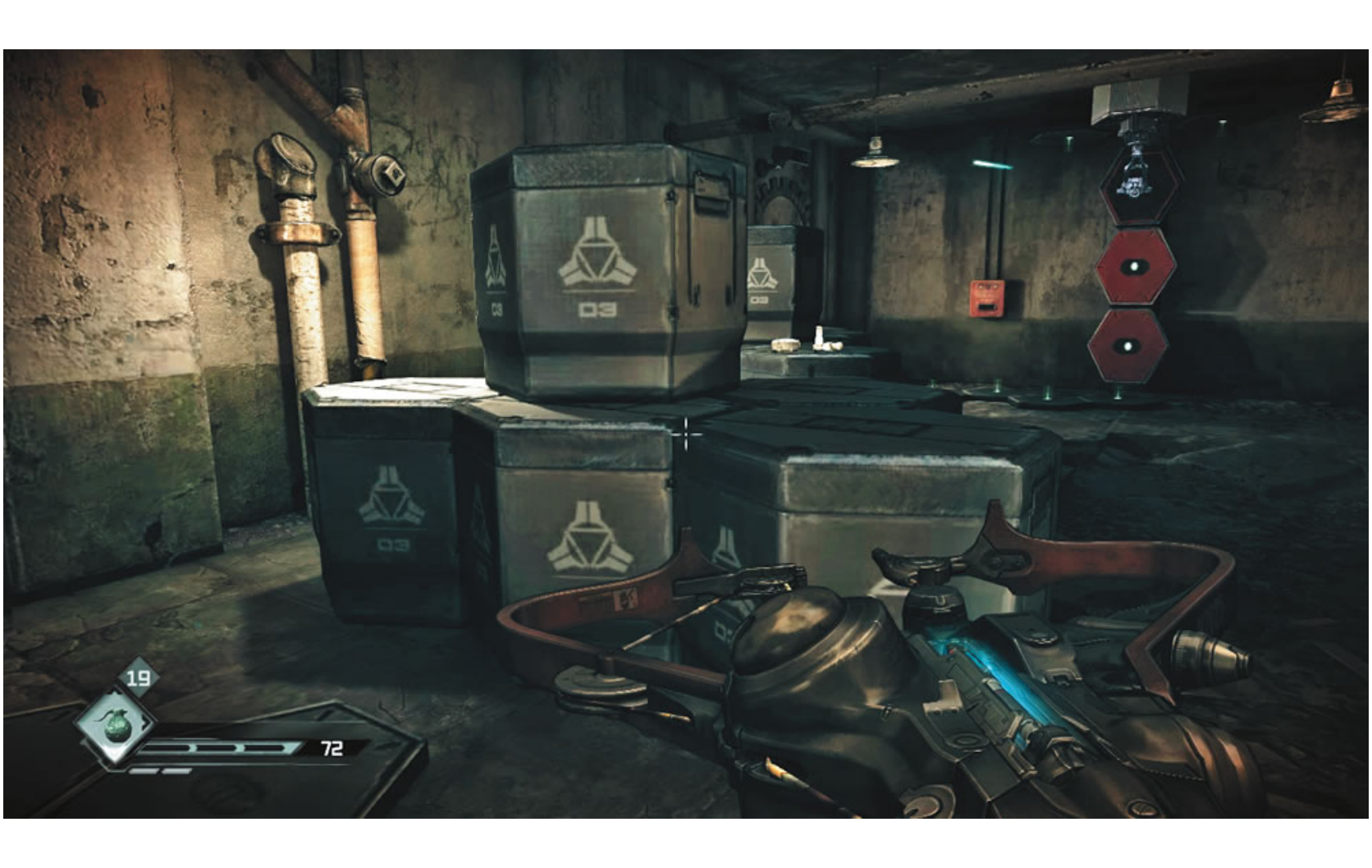
Hat Trick

This achievement/trophy is awarded for killing three or more enemies by detonating a single Mind Control Bolt-affected victim. For best results, fire a Mind Control Bolt into a tight cluster of enemies and detonate the victim before his buddies can run away.

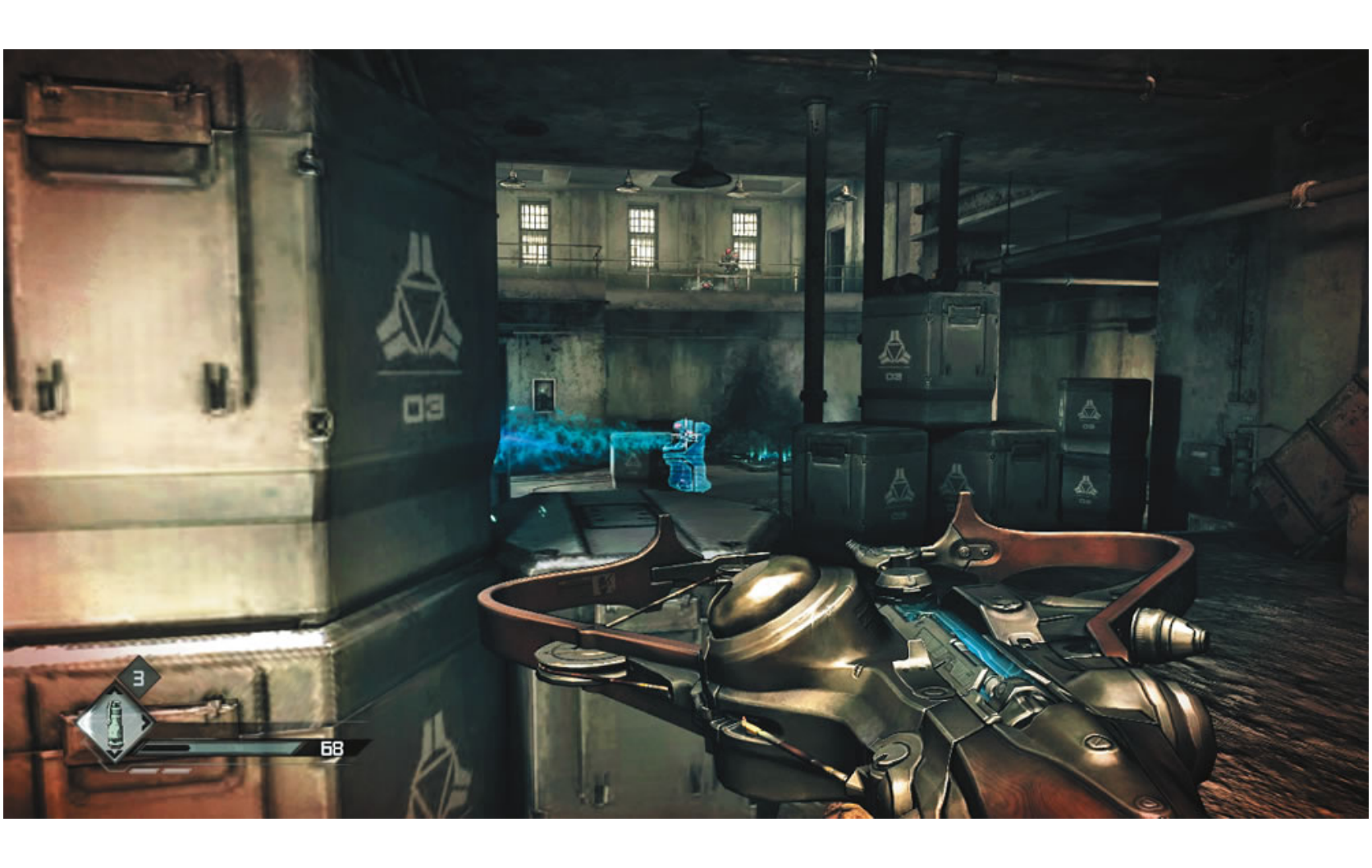


Grab some ammo, two EMP Grenades, and a set of Small Gears as you pass through the next corridor. Don't let your guard down when you hear the PA system announce that automated security systems are online. Just ahead, a turret pops out of the floor and opens fire. Quickly retreat and seek cover in the previous room. The turret is powered by a generator to the right. From the doorway you can't get a direct view of the generator, so toss an EMP Grenade as close to the generator as possible, in between the turret and the generator. Turrets can only be powered down using this method, or by spraying them with bullets. Once the turret is disabled, crawl inside the crack in the wall, in the previous hallway, to find the Giant Mutant collector card. This is the most powerful card in RAGE Frenzy, so don't pass it up.

In this corridor, another automated turret appears, this time suspended from the ceiling. Immediately dart through the corridor and dive into the doorway on the left before you take too much damage. From this parallel corridor, peer through the second doorway to spot a distant generator through a hole in the wall. Carefully toss an EMP Grenade through the hole in the wall, attaching it to the generator. This disables the turret, but it doesn't end all hostilities here. Watch out for an enforcer approaching through the hall. Zap him with an Electro Bolt, then take him out with a close-range blast from your Combat Shotgun.

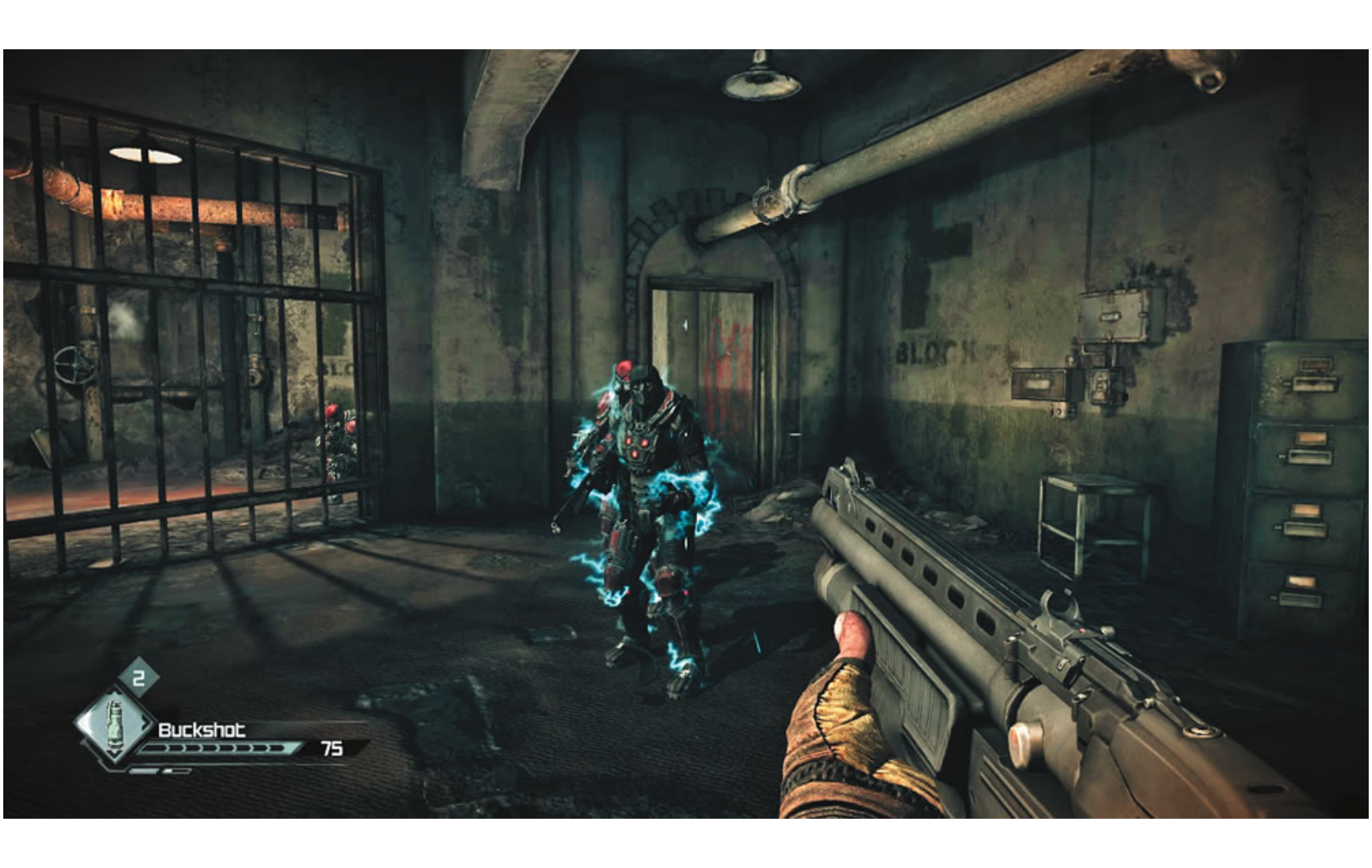


Another automated turret descends from the ceiling in this room, so quickly take cover behind the crates by the doorway. Crouch down and creep from one stack of crates to the next. You can find some ammo and two more EMP Grenades on one of the crates. Work your way to the last stack of crates on the right side of the room. Peer around the left side of the crates until you can see a generator through the doorway on the left side of the room. Toss an EMP Grenade through the doorway to knock out the generator and power down the turret.



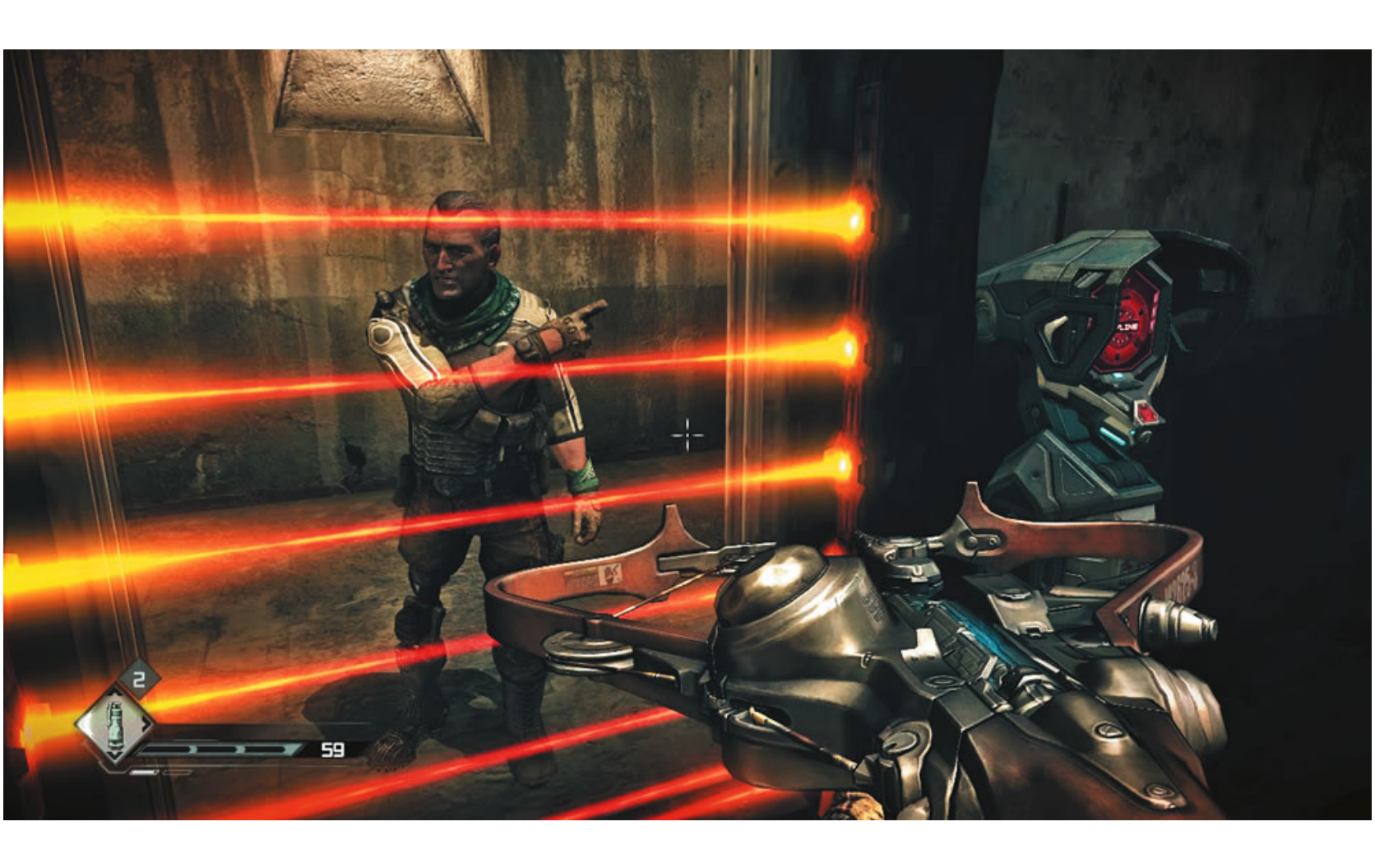
In this cell block you encounter more enforcers, including one with an energy shield. Keep your distance and engage them with Electro Bolts and your Authority Machine Gun. When engaging the enforcer with the energy shield, make sure he doesn't retreat to the blue power node on the floor, otherwise he can continually regenerate his energy shield. Disable his shield with Electro Bolts, shock him with another round, then kill him with your Authority Machine Gun from range. You can pick up more Authority AV2x Rounds here as well as some Pulse Shot ammo for your Combat Shotgun. Pulse Shot adds some EMP qualities to standard Buckshot, making it quite effective against enforcer armor. Once the fight is over, locate the generator on the right side of cell block and disable it with an EMP Grenade. Before proceeding into the next cell block, take a right at the top of the stairs. Grab the EMP Grenade card from the small table. You cannot return to this room later.

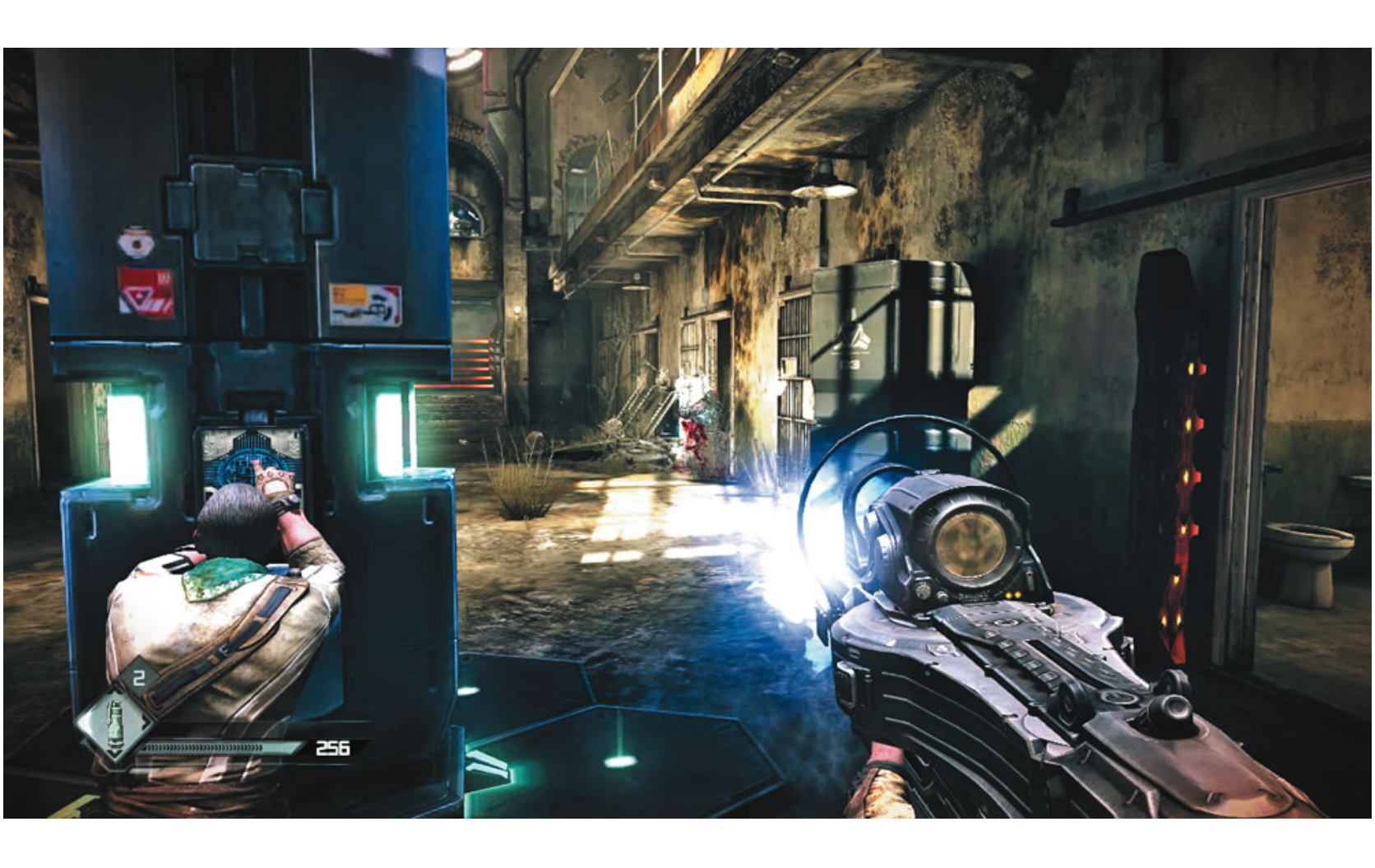
Cell Block F


2
Buckshot
75

A small squad of four enforcers seek to halt your advance here. Keep your distance at first, engaging them with Electro Bolts. Then, once they're shocked, rush in and finish them off with your Combat Shotgun. If you prefer to keep your distance, don't forget your stash of HE Grenades. These are a great way to knock out multiple enforcers clustered close together. Try to toss one behind the enforcer equipped with the shield. If he doesn't turn the shield toward the grenade, the blast will take him out. Following the fight, search the area for ammo and other items before moving on.

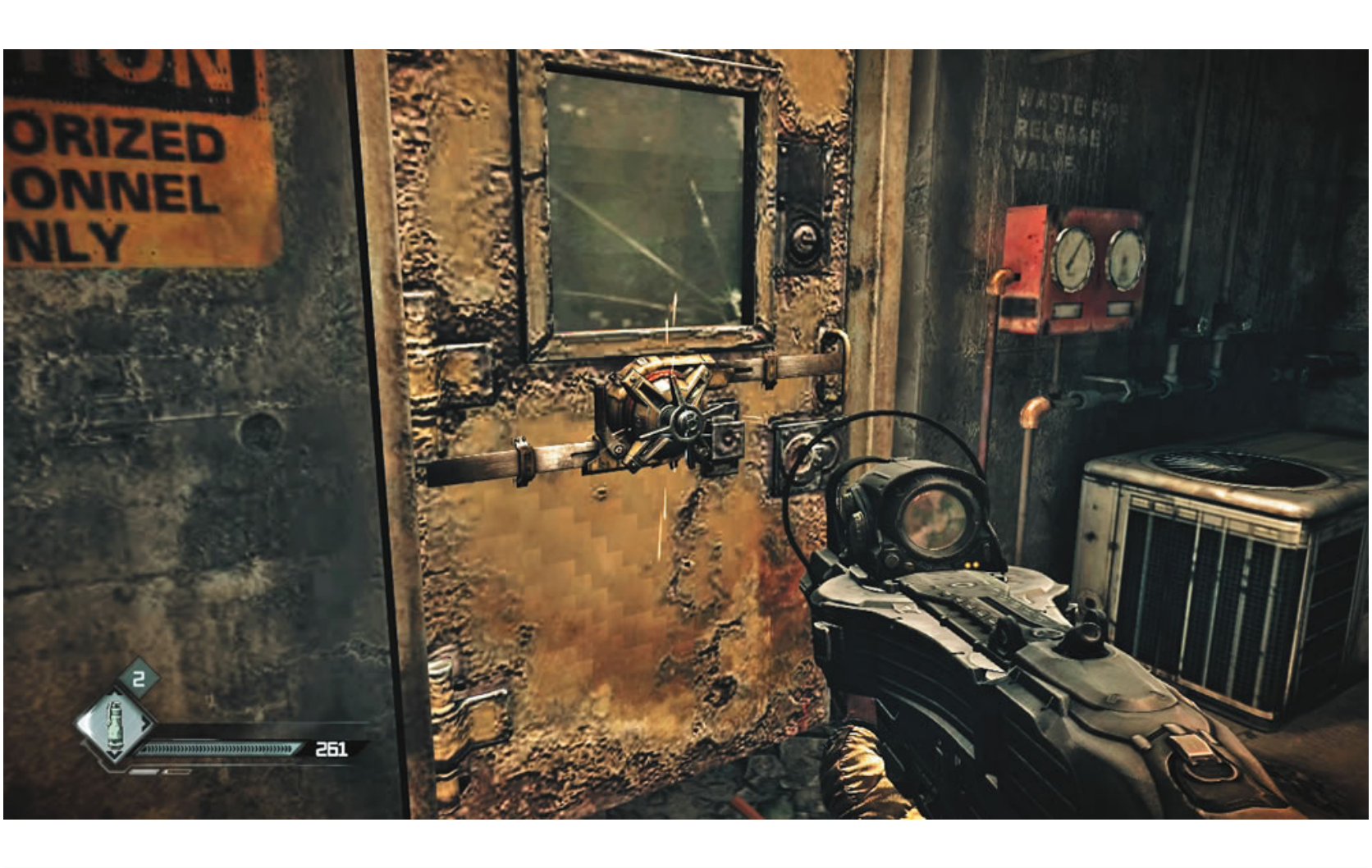
You've finally reached the cell block where Captain Marshall is being held—along with several mutants. Instead of shooting the two enforcers patrolling the cell block, interact with the nearby terminal to open the cell doors. This allows the mutants to escape and pummel the enforcers to death. Once the mutants have finished off the enforcers, they come after you. Be ready to put them down with your Combat Shotgun.





After you've finished off the mutants, Captain Marshall gets your attention from a cell on the bottom level. Circle around the upper-level walkway to reach a staircase leading down to the ground floor. Marshall's cell was not opened when you freed the mutants, allowing him to avoid the fate of the enforcers. Instead, his cell is locked by different terminal. Interact with the terminal next to his cell to deactivate the security barrier.

Shortly after you free Captain Marshall, an alarm sounds and a new security barrier blocks the cell block's exit. Before long, enforcers stream into the area and open fire. Captain Marshall rushes to a com beacon in an attempt to remove its power module. Equip your Authority Machine Gun and cover Marshall while he removes the power module. One of the enforcers is equipped with an energy shield, so hit him with Electro Bolts, then finish him off with Authority AV2x Rounds. As soon as Marshall removes the power module, the security barrier at the far end of the cell block deactivates. Wait for the Captain to grab an Authority Machine Gun of his own from the nearby weapons locker, collect the Drop Ship card in this locker for yourself, then follow him out of the cell block. On the way out, be sure to search the bodies of the dead enforcers.

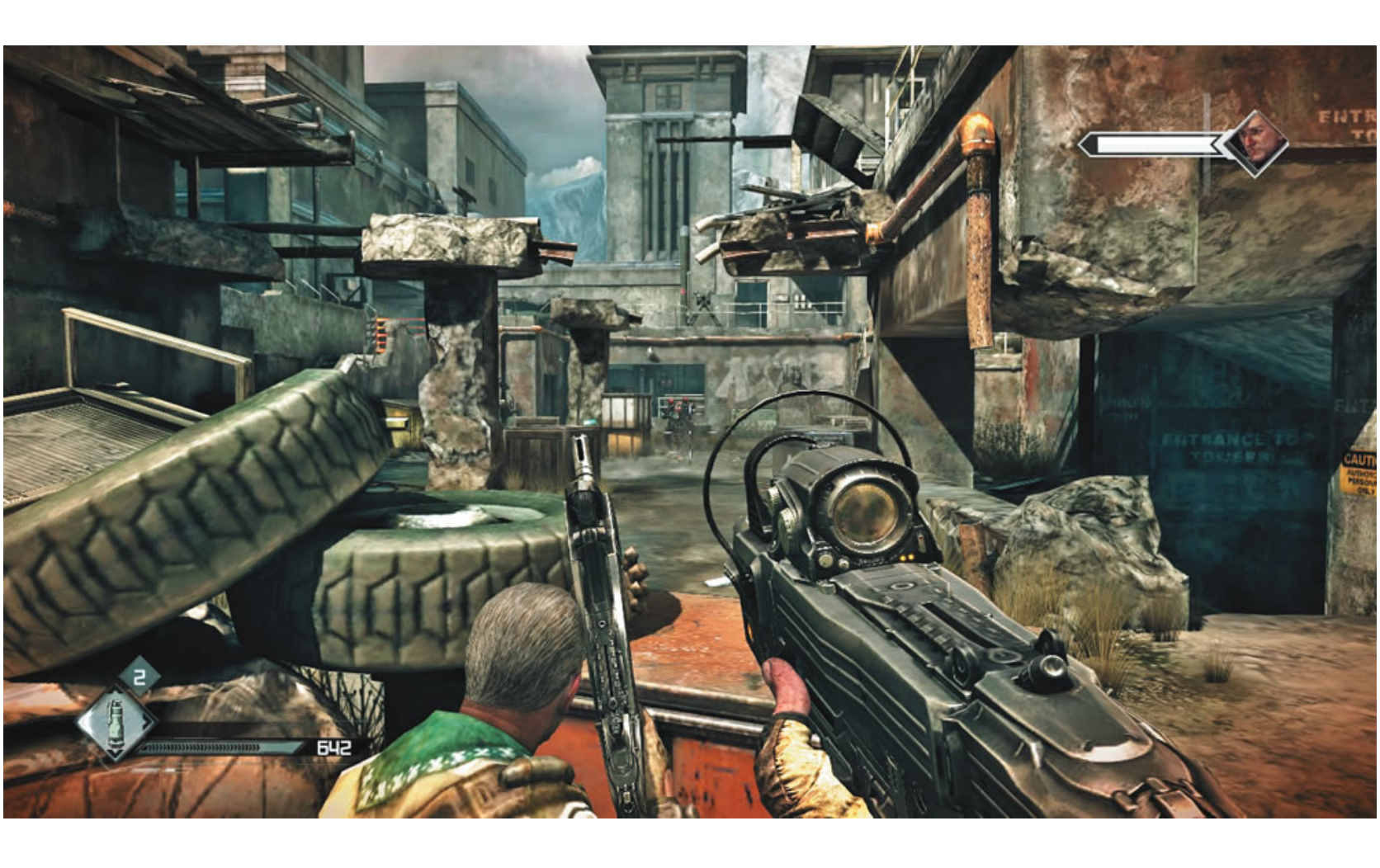


Tip

As Captain Marshall leads you out of the cell block, don't miss this locked door to the left after descending the short flight of steps. Use a Lock Grinder to force your way inside this closet. Inside you can find a Captain Marshall collector card as well some ammo, a Wingstick, and a Feltrite Crystal.

Courtyard

New Objective: Help Captain Marshall escape



Grab some ammo and other items while following Captain Marshall to the prison's outdoor courtyard. More enforcers wait to ambush you here, so seek cover and return fire with your Authority Machine Gun. During this fight take Captain Marshall's lead, only moving out when he does. Don't wander too far away from his position so you can support him. Take note of the Captain's health meter in the top right corner of the screen. If he dies, the mission is a failure. As you descend to the courtyard's ground floor, an enforcer mans a turret at the opposite end. Quickly take cover to avoid being ventilated. Equip your Sniper Rifle and score a pair of headshots on the gunner as fast as possible. It takes one round to knock off his helmet and a second round to puncture his skull.

Tip

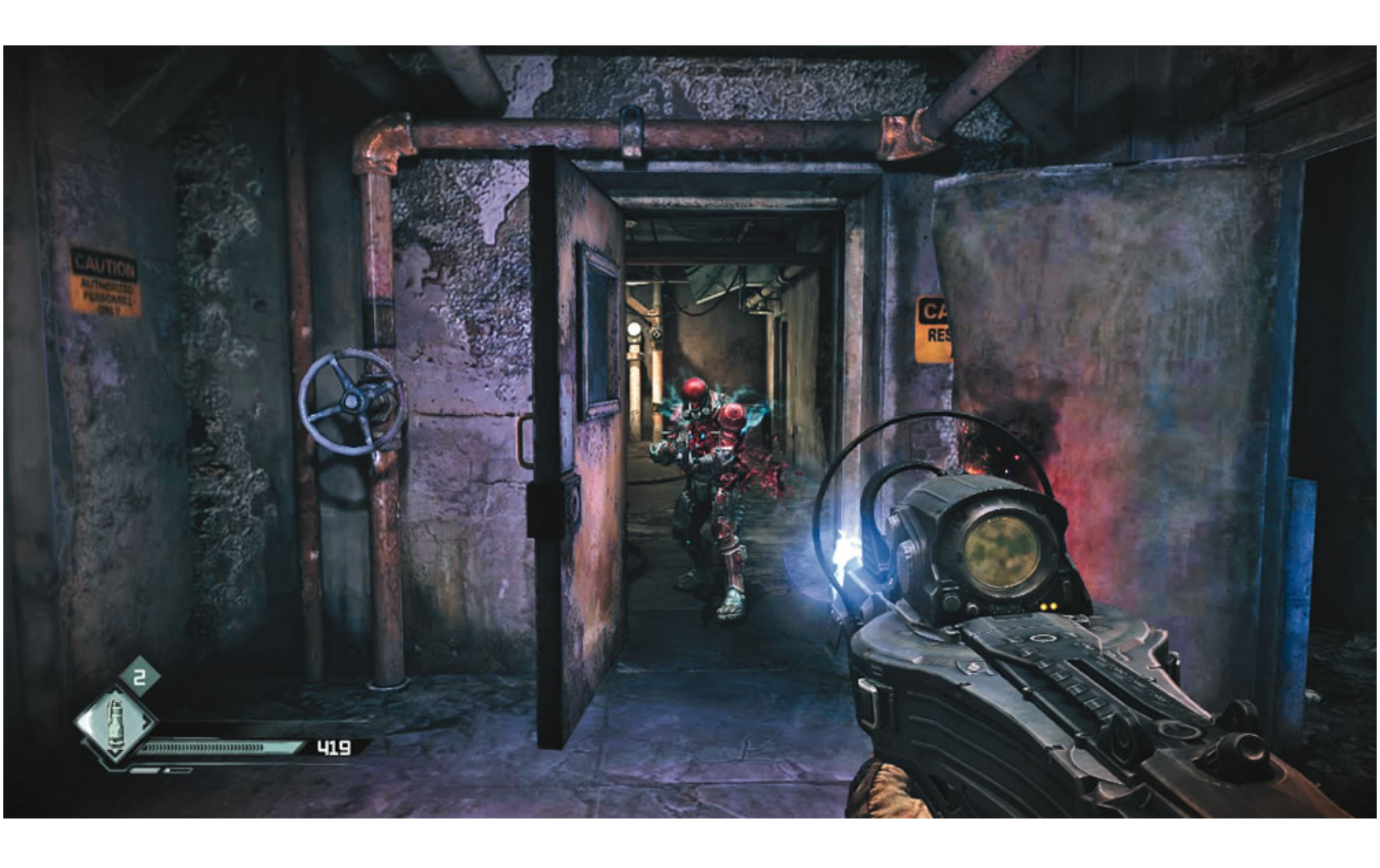
The orange and white barrels in the courtyard are explosive. Detonate these barrels with gunfire to take out enforcers.

After clearing out the enforcers, Marshall asks you to find a way past the security barrier. Scour the ground floor of the courtyard for ammo first, then climb the steps on the right side to reach the upper-level walkway where the turret is positioned. Throw an EMP Grenade into the room behind the turret; this deactivates the generator that's powering the energy gate that blocks the turret platform. Marshall rushes through and tells you to watch his back while he rigs the power module to blow a hole through the nearby double doors. While Marshall works, take control of the turret and prepare for an enforcer counterattack. Within seconds, an Authority dropship appears overhead and multiple enforcers descend on the courtyard with the aid of jetpacks. Blast the enforcers with the turret, but don't hold the trigger down too long. The meter at the top of the screen represents the turret's heat. If the turret overheats, if must cool down for a few seconds before it can fire. Fire in short bursts to prevent overheating. By the time you finish off the enforcers, Captain Marshall has overloaded the power module. Take cover before it explodes, blasting the double doors open.

Jetpacker

While manning the turret, try to kill one of the enforcers as he descends using his jetpack. If you kill the enforcer while he is still in the air, you earn the Jetpacker achievement/trophy.

New Objective: Return to the Resistance Base



As Captain Marshall attempts to bypass the controls of a service lift, the cable slips, causing the lift to drop several meters. You can't join the Captain now. You'll have to separate. From deep in the lift's shaft, the Captain tells you to head back to Wellspring—he'll meet you there. Turn to the door on the right and listen for an enforcer trying to break through. As soon as the door flies open, blast the enforcer with your Authority Machine Gun. Grab the Shield Guard collector card from the small room on the right, then pass through the adjoining corridor and follow the path back to the hatch where you entered the prison.

Jail Break

Did Captain Marshall escape without a bullet in his back? If so, you earn the Jail Break achievement/trophy for liberating the Captain from the Authority Prison.

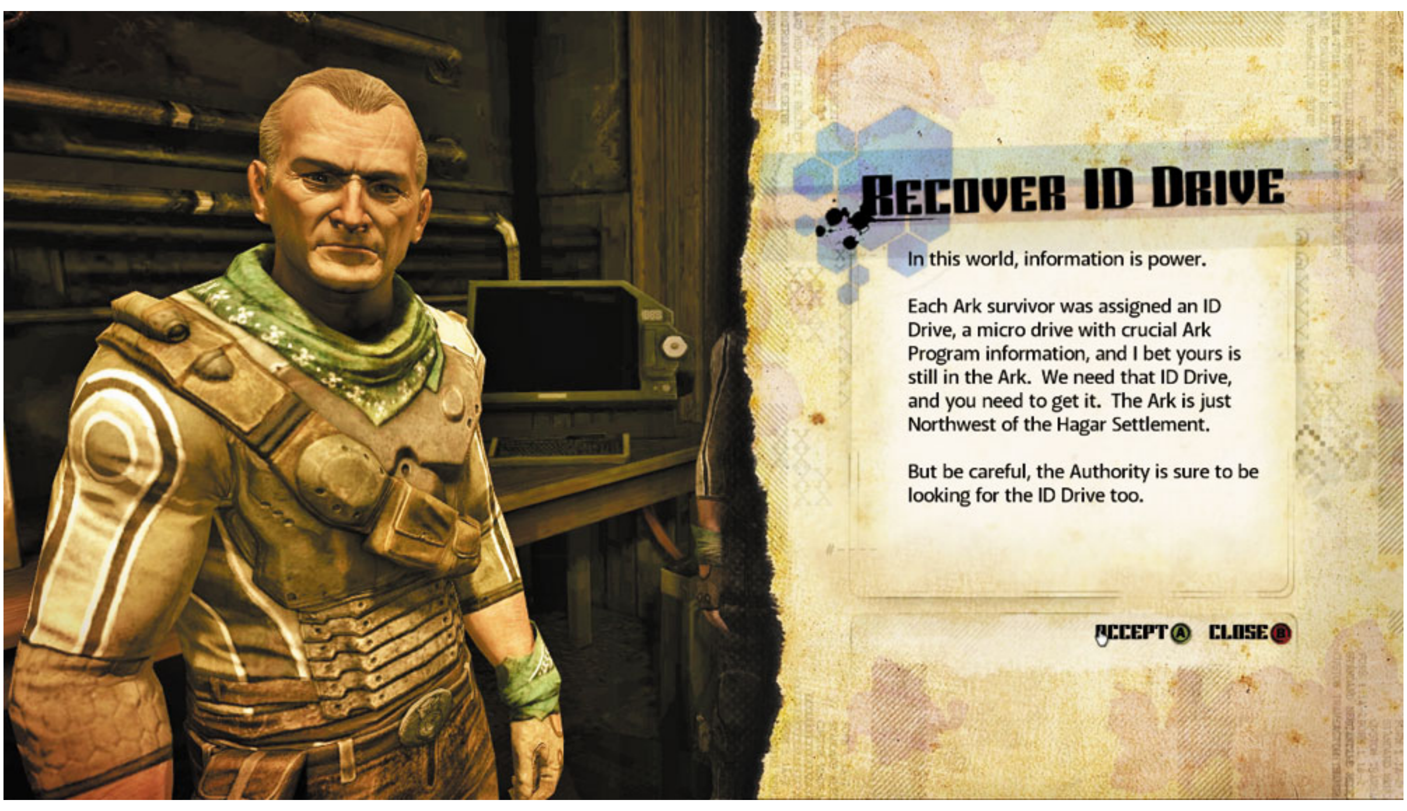
Wellspring

Exit the prison facility and return to your Cuprino still waiting outside the main gate. On the way back to Wellspring, be ready to confront more bandits in Scorcher Territory. If you have the Shields and ammo, stick around and clear the area for a little extra cash. If you prefer, simply boost out of the area to get back to Wellspring. Back in town, head directly for the Second Chance Bar—stop by the bar and receive payment from Sally on the way to the back room. You can find Captain Marshall and Elizabeth waiting for you downstairs. The Captain is grateful for your assistance, but the high profile escape will definitely draw the Authority's attention. If you want to live, you really have no choice—welcome to the Resistance! Captain Marshall has a new mission for you.

Wasteland

Recover ID Drive

Captain Marshall



Recover ID Drive

In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Retrieve your ID Drive

In this world, information is power.

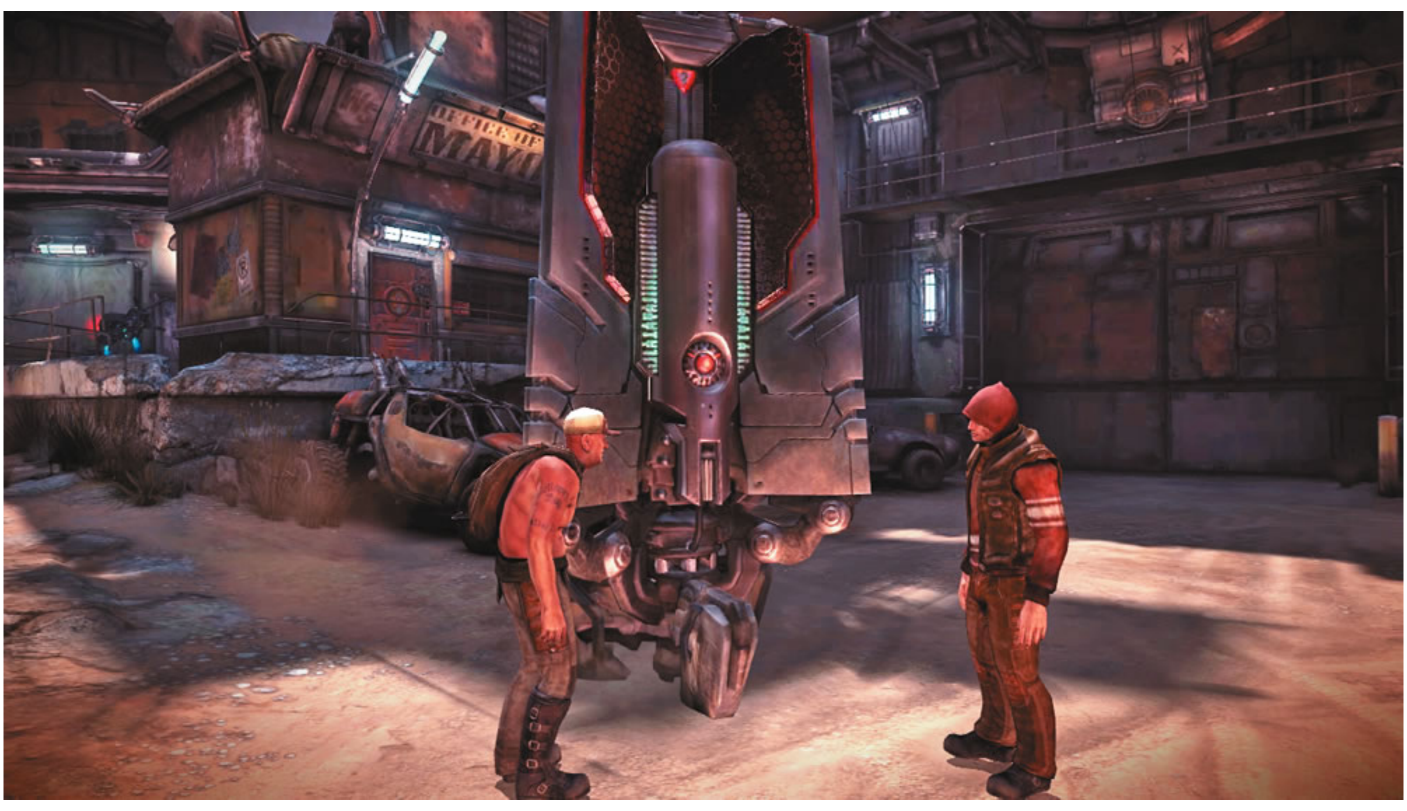
Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Provided Equipment: None

Reward: None

New Objective: Return to the Ark



Following the prison break, you might be low on ammo. If so, pay a visit to Coffer and resupply before leaving town. Also, make sure you have plenty of Shields and ammo for your Cuprino. On the way back to Mick's garage, make note of the large Authority com beacon situated in the courtyard near the main gate. The beacon repeats a message that it is illegal to house or aid any Ark survivors. An Authority drone also patrols the streets. As Captain Marshall predicted, your attack on the prison has stirred up some trouble. As long as you're in Wellspring, the Authority can't harm you, so don't worry if that Authority drone spots you. Step into Mick's garage and hop inside your Cuprino.

If you're running low on ammo or supplies, stop by the Hagar Settlement to purchase some from Halek. Dan isn't around and the rest of the Hagar clan don't have much to offer, so continue your journey to the Ark. Park your Cuprino near the concrete barriers just outside the Wasted Garage—you'll have to walk the rest of the way.

New Objective: Locate your ID Drive inside the Ark

The twisting path leading up to the Ark's entrance is marked on the minimap. Follow this path to reach the Ark's doorway. Nothing has changed since you left. The door is still wide open and the Ark's power source is active, providing power to the lights as well as the terminal in the center of the room. Walk up to the terminal and interact with the red triangular button below the screen to eject your ID Drive. You have what you came for. Now get back to Wellspring and deliver the drive to Captain Marshall.

New Objective: Take the ID Drive to Captain Marshall

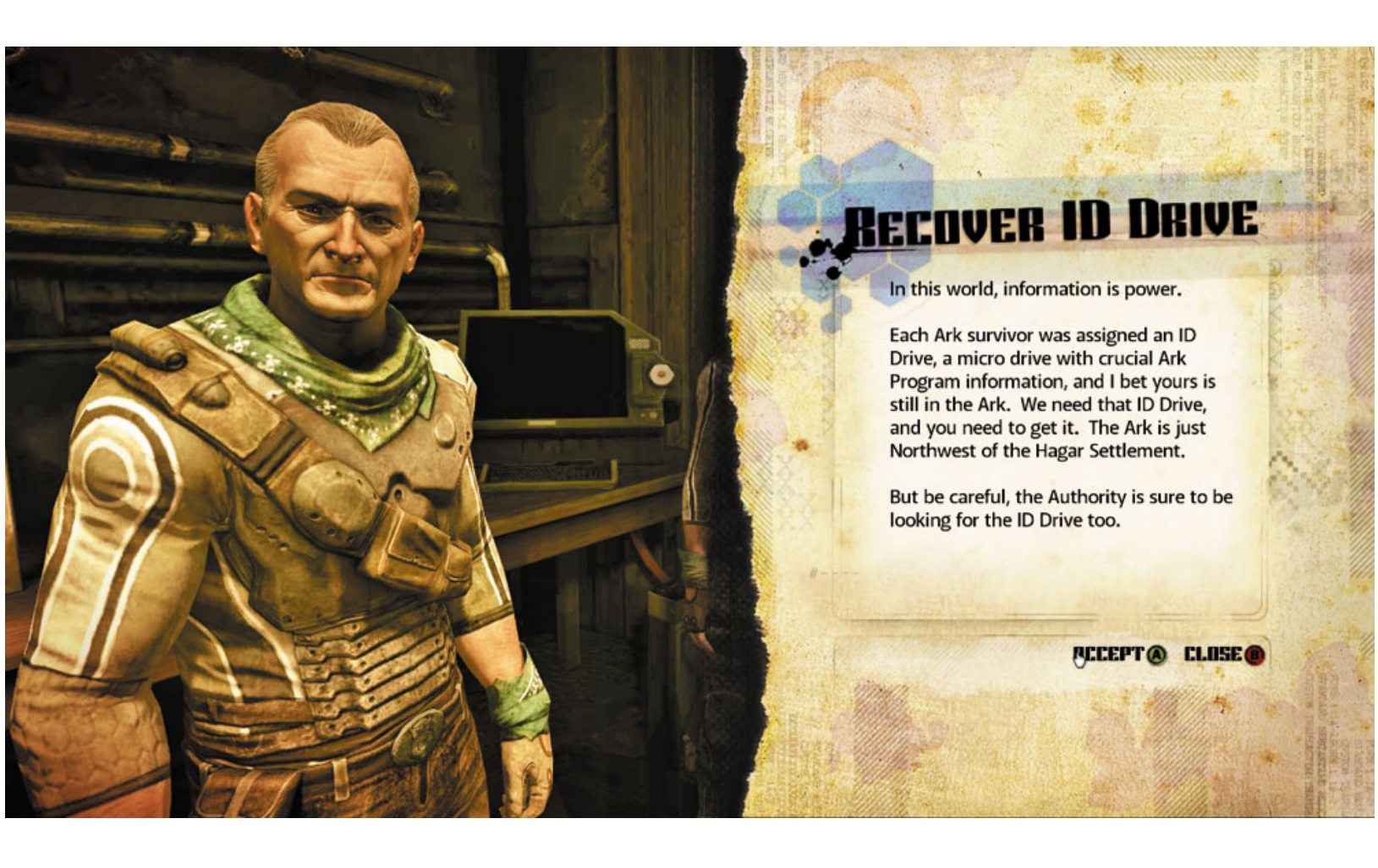
As you exit the Ark, two Authority drones appear, hovering directly in front of you. While these drones pose no threat, feel free to blast them with the weapon of your choice. Within seconds, an Authority dropship appears overhead and two enforcers drop to the ground, assisted by jetpacks. Hold near the path leading up to the Ark and engage the enforcers at long range with your Sniper Rifle or Authority Machine Gun. After the firefights you experienced in the prison, taking out these two guys is a piece of cake. Grab any ammo dropped by the enforcers and then get back to your Cuprino.

On the way back to Wellspring you may encounter some bandit vehicles just beyond the barricade. Either fight them off for some extra cash from Sally or boost out of the area to get back to Captain Marshall as soon as possible. Along the way, you encounter another Feltrite storm. Ignore the bandits and use the black smoke to locate and drive over the Feltrite meteors. You get to keep all the Feltrite you can collect before the timer runs out. Back in Wellspring, head directly to the Second Chance Bar and hand over the ID Drive to Captain Marshall. The Captain is impressed by your success and promises to have the drive analyzed once he gets back to the Resistance base. But now, time is against you and it's becoming more dangerous for you here. The Resistance has discovered that the Authority is experimenting on mutants in the Dead City, essentially turning them into weapons. Marshall wants you to go back into the Dead City and retrieve the Authority Research Data on these experiments.

Wasteland

Lost Research Data

Captain Marshall



RECOVER ID DRIVE

In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Recover the Research Data

The Authority may be controlling mutants with reprogrammed Nanotrites.
But, we won't know how far along they are unless we get their Research Data. The first place to look would be in the old Research Facilities in the Dead City.

Look for a network room that houses the main servers. You can pull up the Research Data there.

Find the data, and we may be able to reverse the process.

Provided Equipment

ICON	ITEM	QUANTITY
	HE Rockets	10
	EMP Grenade	2
	Authority AV2x Rounds	40
	Feltrite Power Pack	1

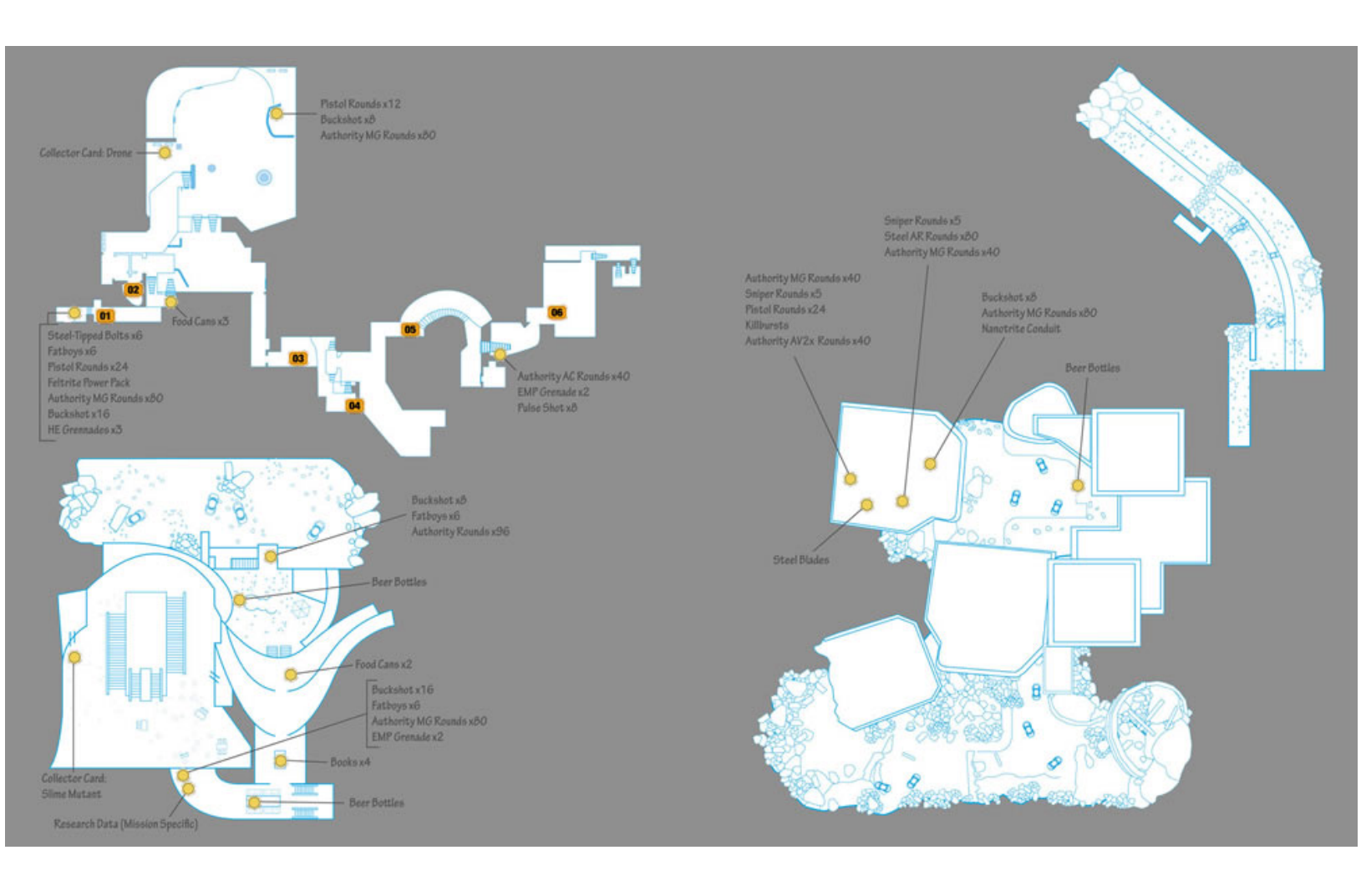
Reward: None

New Objective: Return to the Dead City

Ashes to Ashes
Clear the Territory
Challange Level 6
$500 Reward
2 / 6 Scorcher's Removed
DANGER!!!
15
24

Following the briefing with Captain Marshall, grab the supplies off the nearby crate. The ammo here is a nice gift, but it won't be enough to survive your trek through the Dead City. Visit Coffer and buy more ammo. Make sure you have at least 200 Authority AV2x Rounds for your Authority Machine Gun and 100 rounds of Buckshot for your Combat Shotgun. In addition to mutants, you'll also face enforcers in the Dead City. Next, visit Rusty and buy all the ammo and vehicle supplies you need before leaving town. The Dead City entrance is located in Scorcher Territory and most likely is swarming with bandit vehicles. Take a few moments to wipe out all the enemy vehicles before parking your Cuprino beneath the overpass and walking through the drainage pipe to the Dead City's entrance.

Dead City



New Objective: Locate the Research Facility

10
Buckshot
113

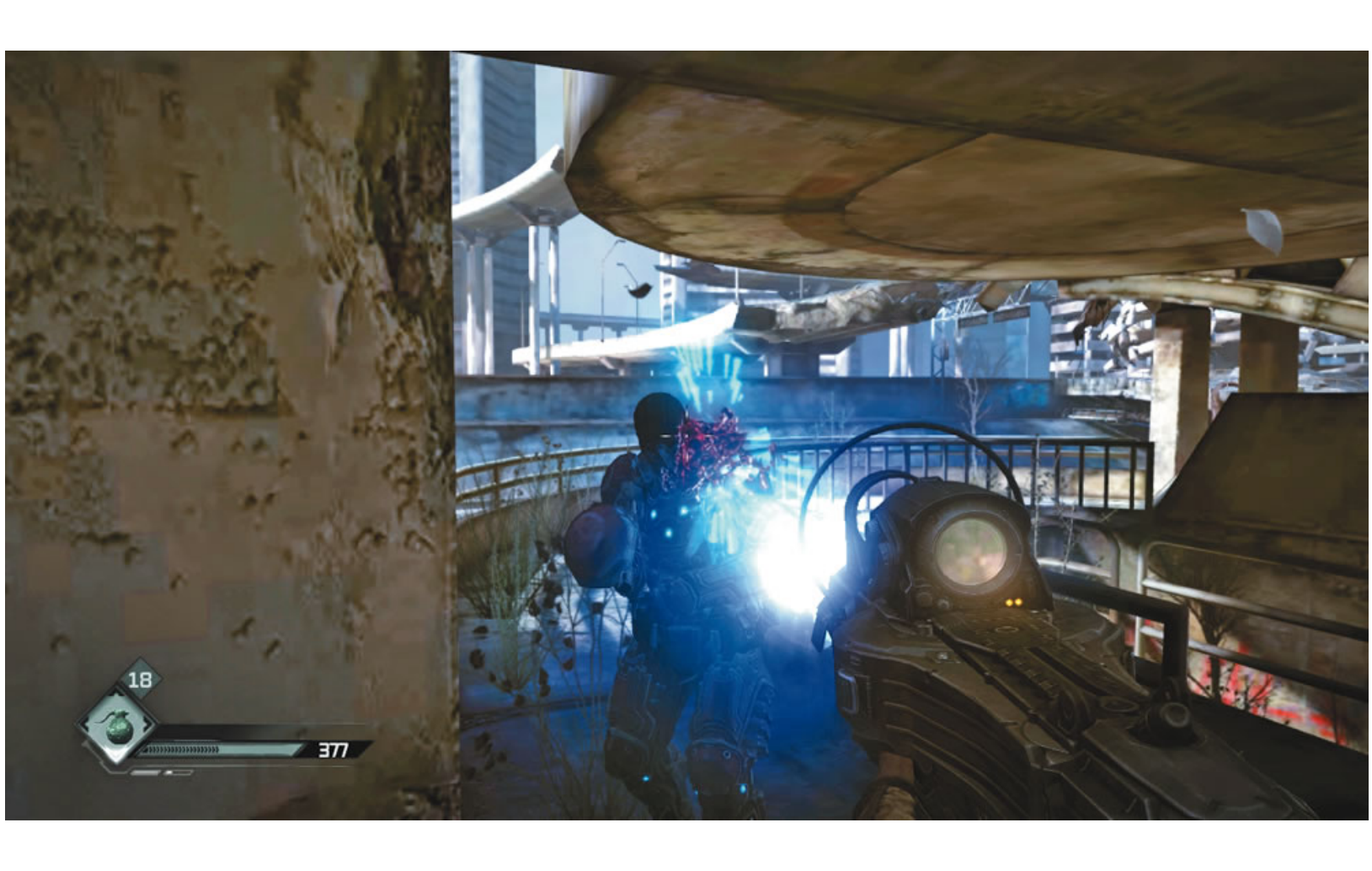
As you step into the tunnel filled with abandoned cars, you can see enforcers chasing mutants above—don't worry, they can't see you. This time you must move through the Dead City in reverse order, starting with the hospital. Step into the open doorway leading to the hospital's stairwell. Just inside the doorway are a couple of shelves filled with ammo and eight EMP Grenades. Grab everything and continue into the adjoining corridor where you confront a lone mutant. Blast him with the Combat Shotgun and scour the corridor for more supplies before heading upstairs to the hospital.

Hospital

Pass through the room where you retrieved the Defibrillator Upgrade and proceed to the lobby. Along the way an Authority drone spots you and alerts some nearby enforcers positioned in the lobby below. Hold at the top of the escalator and fire down at the enforcers with your Authority Machine Gun or Sniper Rifle. However, watch out for incoming grenades, and be ready to retreat to a safe distance if necessary. Once the enforcers are all dead, descend the escalator and search the lobby for ammo and other supplies. Be sure to grab the Drone collector card from the table beneath the escalator.

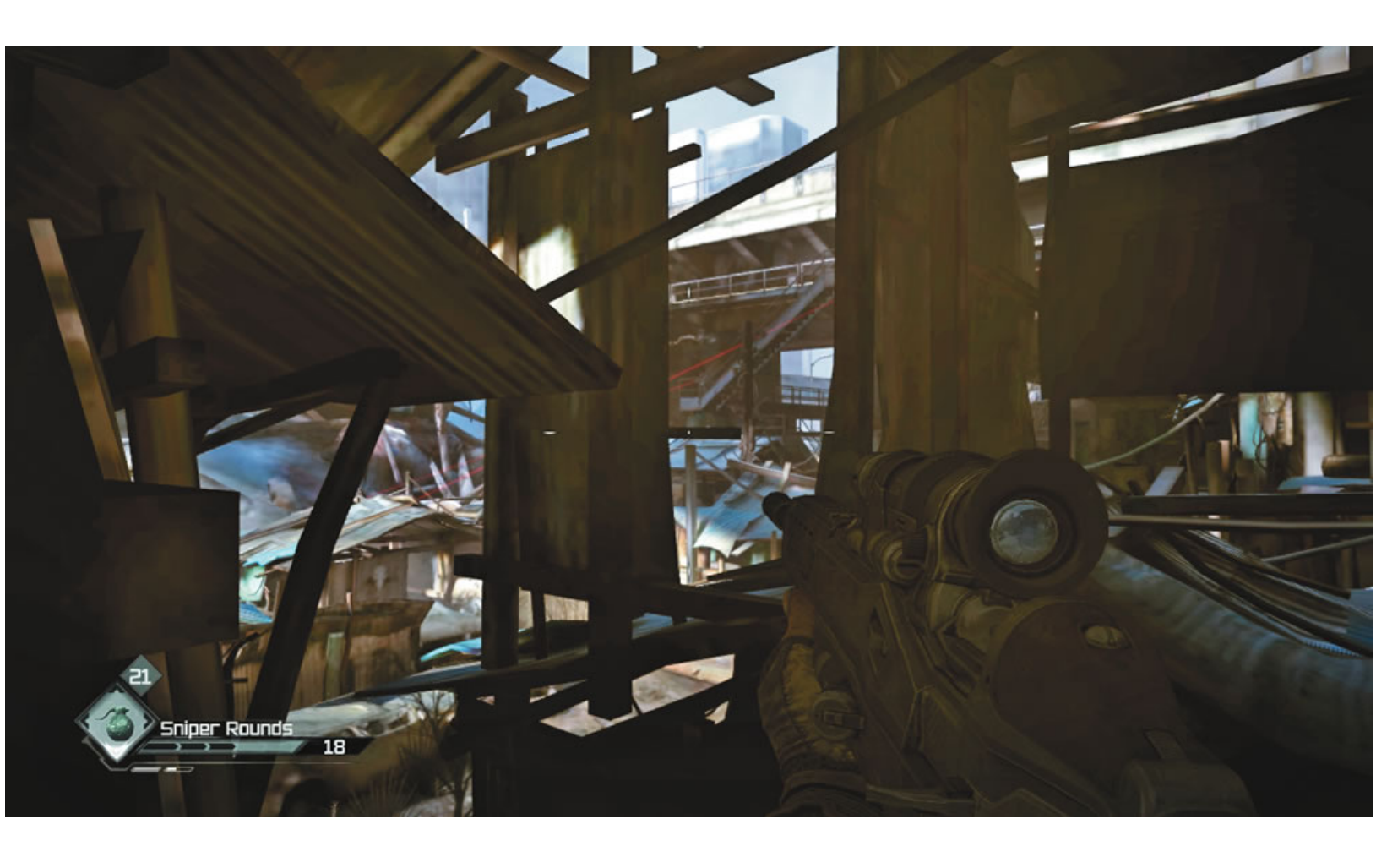
When you reach this room, a pair of blinking lights appears on the double doors ahead. Quickly place a Sentry Turret aiming directly at the doors and take cover behind the overturned gurney. The double doors are breached by a charge and two enforcers pour through. The Sentry Turret immediately opens fire, essentially doubling your firepower in this engagement. Use your Authority Machine Gun to help the Sentry Turret kill the enforcers here. Once the fight is over, interact with the Sentry Turret to retrieve all its key parts—you can use these parts to construct a new Sentry Turret.

Pause at the top of this stairwell before entering the room where you killed the mega mutant with your Rocket Launcher. There's an enforcer sniper posted here picking off mutants. Make note of the red laser sights showing where the sniper is aiming. Choose Bandages as your quick use item and equip your own Sniper Rifle. While peering through the scope, step in front of the doorway until you spot the sniper. Quickly shoot him in the head once to knock off his helmet, then fire a second round to penetrate his head. If you're hit by an incoming sniper round, immediately apply a Bandage to heal yourself. Just one hit from these snipers can nearly kill you. A second enforcer is on the ground floor and may toss grenades in your direction. Be ready to retreat down the stairs if a grenade comes your way. Once the sniper is down, eliminate the grenade-tossing enforcer and proceed to the hospital's exit.

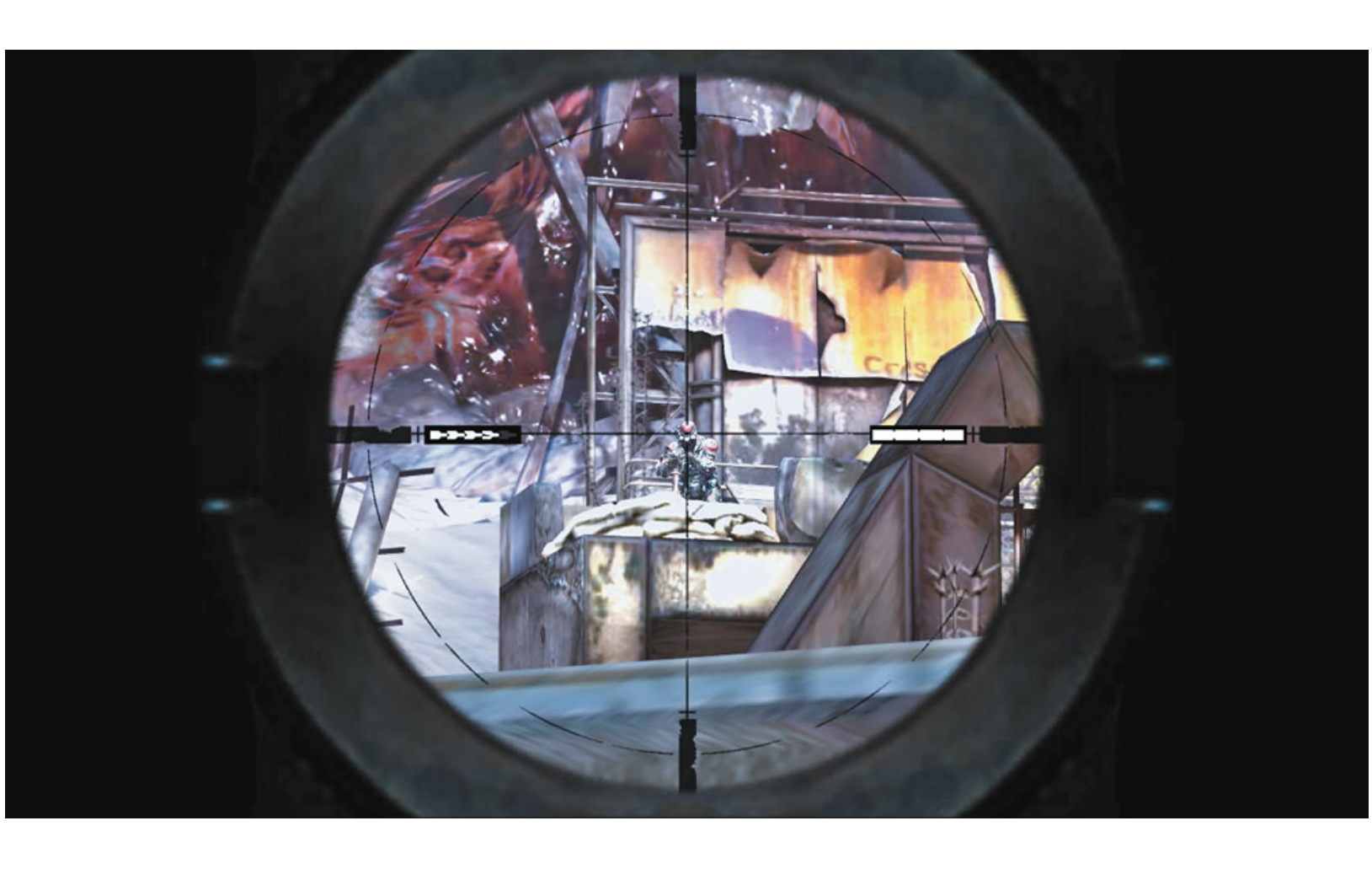


Watch for another sniper perched on an upper level here. He's busy hunting mutants, so take him out before he spots you. He's backed up a couple of enforcers on the walkway to the left. Toss an HE Grenade in their direction and then rush them, opening fire with your Authority Machine Gun to finish the job. Follow the stairs down to the next level. If you didn't open the locked door down here on your first visit, do so now with a Lock Grinder. The closet behind the locked door is filled with supplies including a variety of ammo and three HE Grenades.

Shanty Town

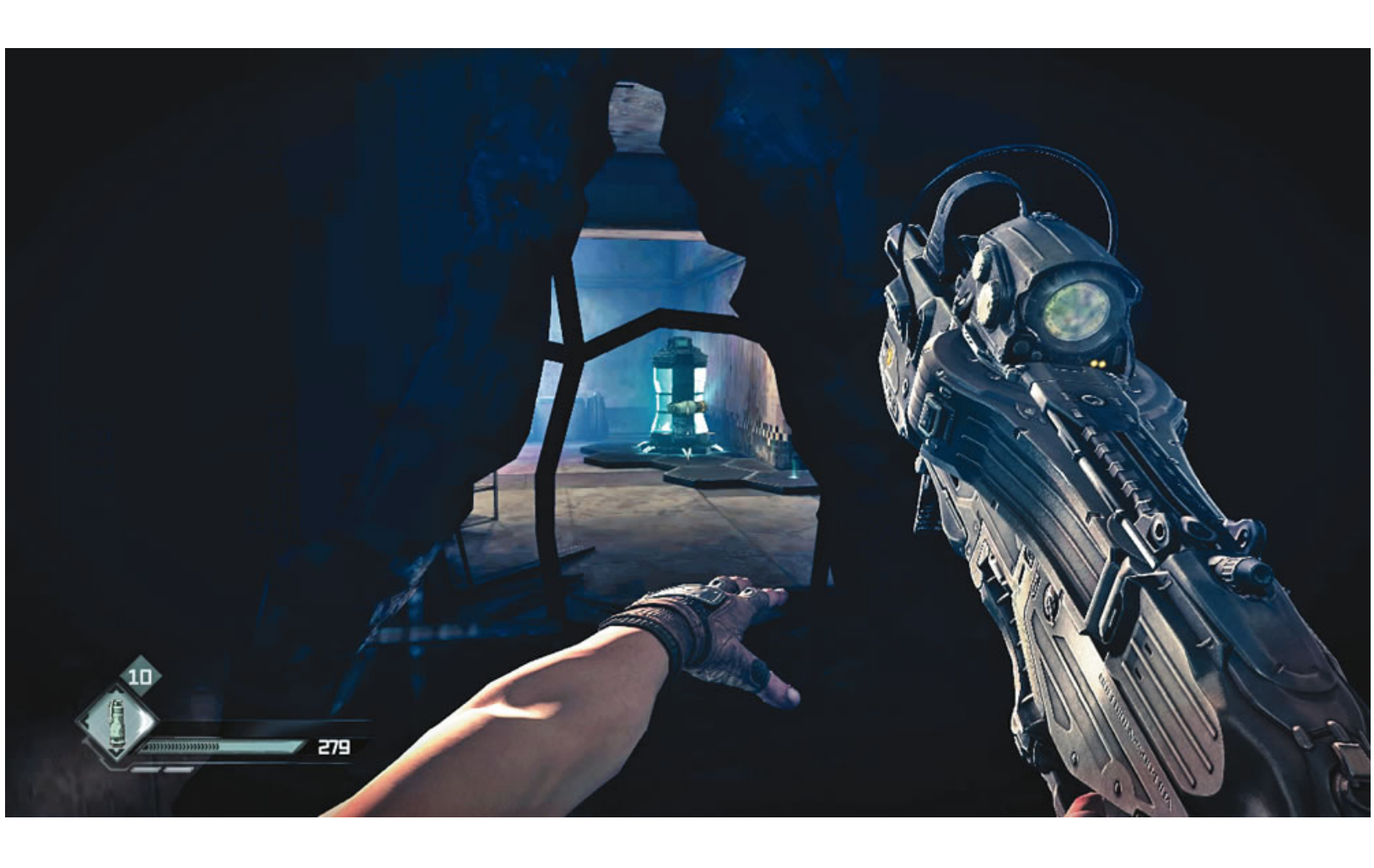


A couple of snipers are posted on the bridge overlooking the shanty town. While they're busy sniping mutants, equip your Sniper Rifle and do a little sniping of your own. The laser sights make the snipers easy to spot, so just follow the lasers back to the shooters. No matter where you strike the snipers, it still takes two shots to knock them down. Take cover within the metal structures of the shanty town and quickly dispatch the two snipers before they can retaliate. As soon as the two Authority snipers are down, switch to your Combat Shotgun. Although you just saved the mutants, they don't seem to care and immediately attack. Not many mutants are left, but stay on your toes until you've cleared out the shanty town with your Combat Shotgun.



As you descend to the street beyond the shanty town, an Authority dropship hovers above and deploys three enforcers while a fourth operates a turret in the distance. Immediately deploy a Sentry Turret outside the stairwell, then retreat inside as the three enforcers approach. The Sentry Turret won't last long on its own, so act quickly by firing Electro Bolts at the enforcer equipped with an energy shield. This gives your Sentry Turret a better chance at dishing out some damage. Help your Sentry Turret by aggressively firing your Authority Machine Gun at the three enforcers. If you're hit, back up into the stairwell and apply a Bandage before reengaging the enemy. Once the three enforcers are down, equip your Sniper Rifle and take out the enforcer manning the turret in the distance. Knock off his helmet with one shot, then knock off his head with a second shot. Climb the steps where the turret is deployed and grab the ammo sitting on the nearby crate. You can now enter the mall.

Shopping Mall



Enter the mall and turn right to locate the entrance to the research facility. The entrance is blocked by a security barrier that you can't step through—but you can shoot through it. Start off by taking out the two enforcers patrolling inside. Begin your attack by tossing in a couple of HE Grenades, then follow up with automatic fire from your Authority Machine Gun. Once both enforcers are down, look for a hole in the wall to the left of the security barrier—you can see a generator in the adjoining room. Toss an EMP Grenade through the hole in the wall, attaching it to the generator. This knocks out the power to the security barrier, allowing you to enter the research facility.

New Objective: Find the Research Data

Enter the facility and turn left. The Research Data is located on the console in front of a large orange monitor. As soon as you grab the data, the door to your right becomes unlocked. Push it open to access a small storeroom containing a mix of items, including some more EMP Grenades. There's also a generator in this room powering the security barrier blocking the research facility's exit. Toss an EMP Grenade at the generator, then exit through the newly deactivated security barrier.

Note

At this point you may be tempted to backtrack through the shanty town and hospital to exit the Dead City, however that path is now blocked. You must advance through the mall and city streets to get back to the exit.

New Objective: Deliver the Research Data

Upon exiting the research facility, three enforcers drop through the ceiling of the mall on their jetpacks. Toss an HE Grenade toward the top of the escalator. If this doesn't kill the enforcers outright, it will at least cause them to retreat, allowing you to make it to the top of the escalator. While ascending the escalator, equip your Combat Shotgun and prepare to blast any enforcers you encounter at close range. They may have retreated behind cover deeper in the mall. Hold near the top of the escalator and engage them with more HE Grenades and your Authority Machine Gun. You're now on the upper floor of the mall where you held off several mutants and slime mutants earlier while waiting for the scraping gate to open in front of the escalator. If you didn't raid the locked closet nearby earlier, do so now with the aid of a Lock Grinder. Inside you can find a wide assortment of ammo. When you're finished scrounging the area for loot, exit through the metal doors to return to the city streets.

City Streets

Exit the mall and climb the nearby staircase to reach the street where you fought the tentacle mutant earlier. There are no mutants here so continue advancing through the nearby damaged buildings to resume your trek through the city. As you advance deeper into the city, you encounter a mix of Authority enforcers and mutants. Combat them with any ammo you have left. Sentry Turrets and Wingsticks are particularly effective against the mutants. Also, don't overlook the effectiveness of Buckshot when dealing with charging mutants. As for the enforcers, fight them off using your Authority Machine Gun loaded with Authority AV2x Rounds.

DETONATE
SIGNAL STRENGTH
EXIT

Tip

After exiting the first building, look for a small drainage pipe to the left of the stairs. While you're too big to fit through this pipe, an RC Bomb Car isn't. Deploy an RC Bomb Car and drive it through the pipe to access a basement storeroom. Drive the RC Bomb Car toward several yellow gas tanks near the basement's barricaded door and detonate it. The resulting explosion destroys the door, allowing you to enter the basement. Return to the building's upper floor and locate a staircase inside leading down to the basement. Here you can find a variety of supplies as well as a Large Mutant collector card.

After passing through the damaged buildings, you come to the clearing where you fought the launcher mutant. Keep your Combat Shotgun in hand, but choose Wingsticks as your quick use item. There are several mutants patrolling this area. Take as many out as you can with Wingsticks before they take notice of your presence. But stow the Wingsticks once they begin charging you. Wait until they're a few paces away, then blast them with Buckshot. Alternatively, deploy a Sentry Turret and let it do all the dirty work for you.

You've finally made it back to the tunnel where you entered the hospital. Continue fighting off mutants and enforcer. However, watch out for a heavy enforcer, decked out in heavy armor and armed with a devastating Authority Pulse Cannon. Don't give this guy a chance to attack. Continue hammering him with HE Rockets fired from your Rocket Launcher. If you're out of HE Rockets, stun him with HE Grenades then follow-up with your Authority Machine Gun. Once the area is clear, make your way to the exit to return to the Wasteland.

ytiC daeD

Retrieving the Research Data and escaping the Dead City for the second time earns you the ytiC daeD achievement/trophy.

Wellspring

It's time to get that Research Data back to Captain Marshall. Find your Cuprino and race back to Wellspring. The Authority com beacon and drone are still present outside Mick's garage. Head directly for the Second Chance Bar and receive any payment you have coming your way from Sally before heading downstairs to meet with the Captain. Elizabeth is gone, but Captain Marshall is there to greet you. The data prove that the Authority has been experimenting on mutants. You can't hang around Wellspring much longer. Marshall suggests wrapping up any business now—he wants to take you to the Resistance base.

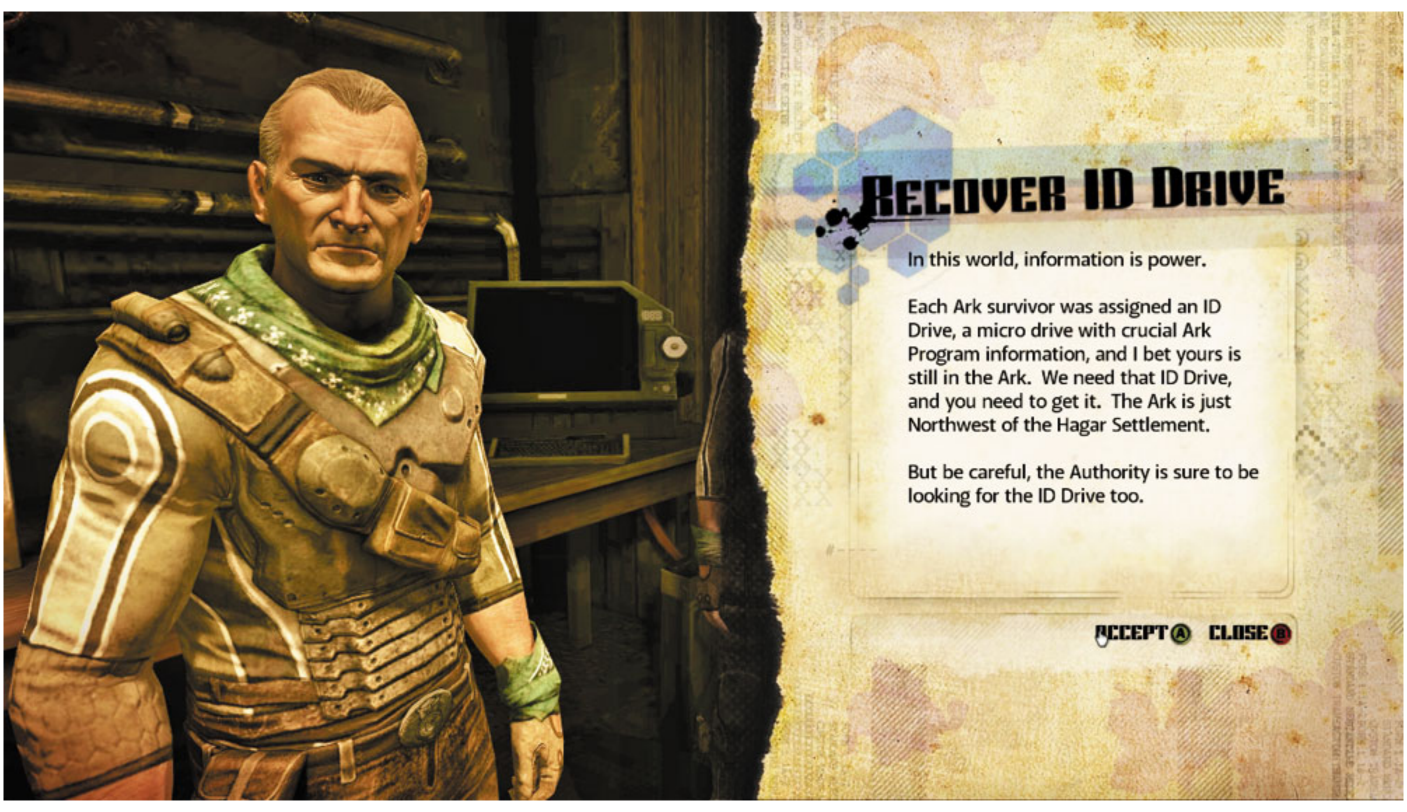
Note

When you're ready to leave Wellspring and continue the campaign, speak with Captain Marshall. Otherwise, you can stick around Wellspring and complete any side jobs, minigames, and races you wish before moving on.

Eastern Wasteland

Subway Town

Captain Marshall



Recover ID Drive

In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Travel to Subway Town.

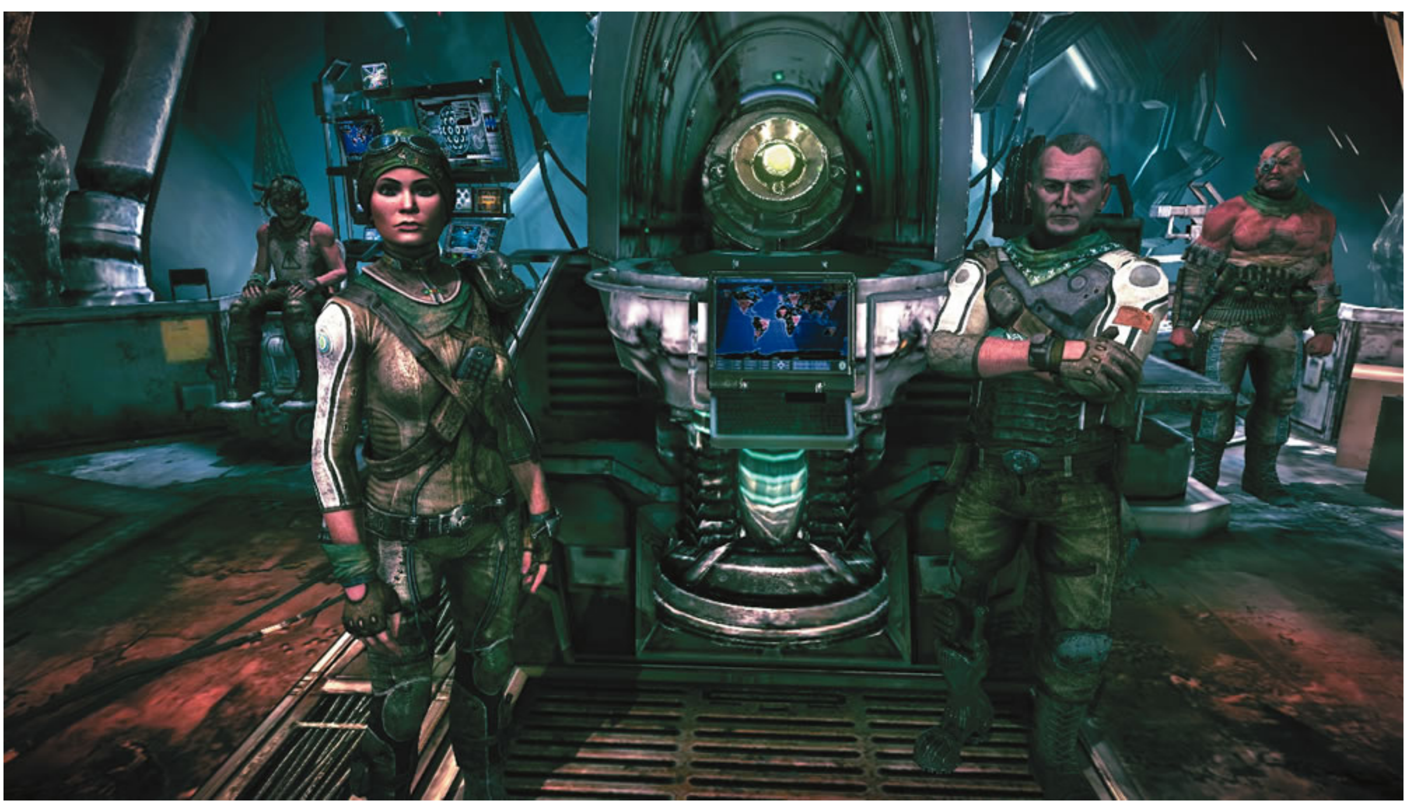
Wellspring just isn't safe for you anymore.

The communication scrambler should mask our exit. I've got a transport to take us to the Resistance base in Subway Town, deep below the ruins of Crescent City.
Welcome to the front lines.

Provided Equipment: None

Reward: None

Once you've tied up all loose ends in Wellspring, go see Captain Marshall in the Resistance hideout behind the Second Chance Bar. The next thing you know you're in an airship cruising over the Eastern Wasteland. Captain Marshall is glad you've decided to join the Resistance, but he warns that it won't be a simple career path. The airship slows and descends as you near the remains of Crescent City, yet another victim of the asteroid. The Resistance base sits just below the old city, in Subway Town.

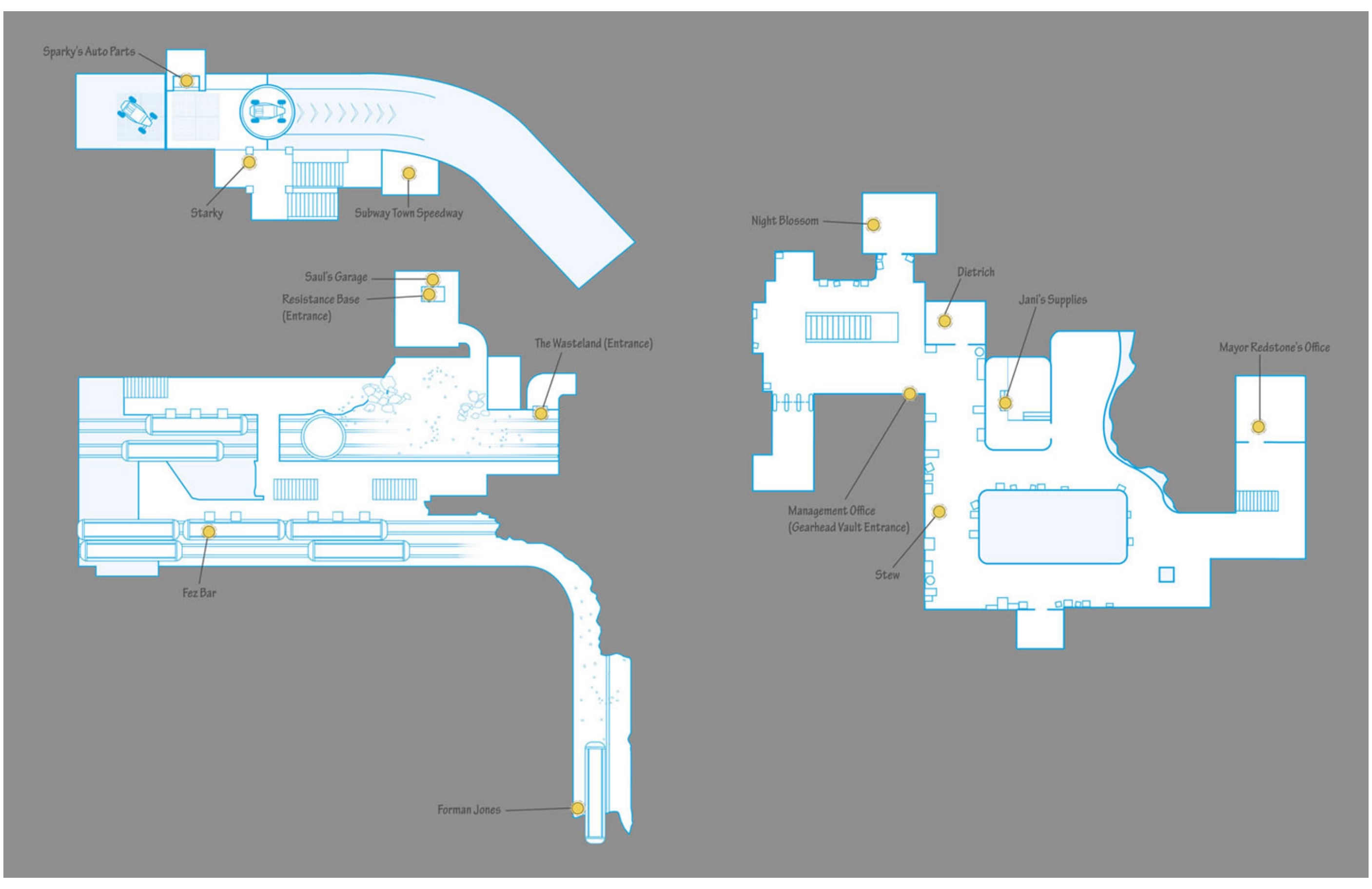


After the airship lands, follow Captain Marshall into the Resistance base. Elizabeth is waiting inside along with two new faces—Lassard and Portman. Captain Marshall points out an Ark just behind the base's large console. Marshall reveals that this is the Ark he emerged from. Lassard uses the Ark's technology to track Authority movements and maintain contact with other Resistance fighters scattered throughout the Wasteland. Jack Portman is the ordnance guy—if it shoots or explodes, he can help you. Saul runs the garage above, concealing the entrance to the Resistance base. Before exploring, Marshall warns you about Subway Town. The Resistance has carved out an uneasy relationship with the inhabitants and its leader, Mayor Redstone. While Redstone tolerates the Resistance's presence, he won't hesitate to sell you out to the Authority if he feels it's in his best interest. You need to get on his good side. . .

Note

If you ever want to go back to Wellspring, simply exit through the doorway where you entered the Resistance base to return to the airship. A quick flight later, you'll be back in Sally's Second Chance Bar. If you want to compete in any races, complete side jobs, or play more Mutant Bash TV for cash, consider heading back to Wellspring.

Subway Town



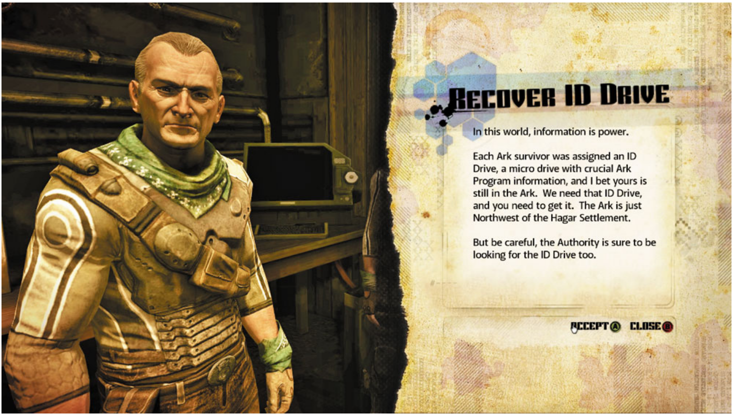
Eastern Wasteland

Gaining Influence

JOBS

- Gaining Influence
- Foreman Jones
- Mutant Expansion
- Gearhead Vault
- The Price of Power
- Starky's Monarch
- Brick's Bounty
- Abandoned Distillery
- Comet Bloom

Captain Marshall



RECOVER ID DRIVE

In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

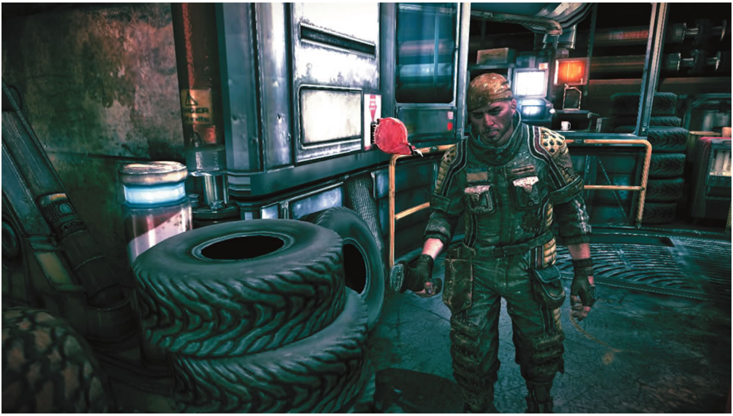
But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Earn Redstone's trust.

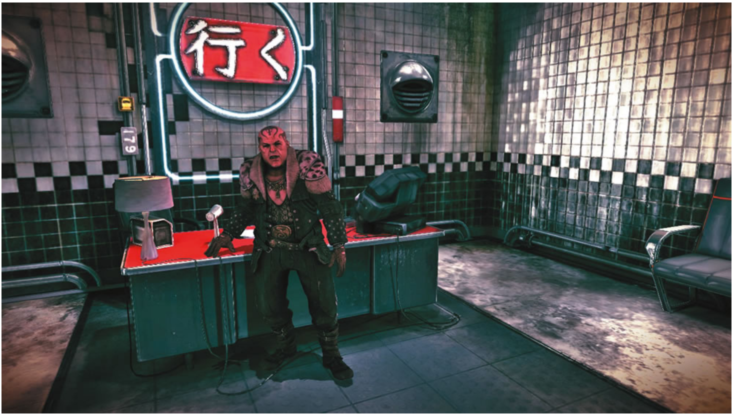
Find out what Redstone needs and do it, otherwise you're as good as dead.
Redstone walks a fine line keeping the Authority at bay and dealing with us. You'll have to be extra careful around him. He'd sell you out in a heartbeat if you're not useful. Gain Redstone's trust and we can go after the Authority.
Come back and see me once you've made friends with Redstone.

Provided Equipment: None

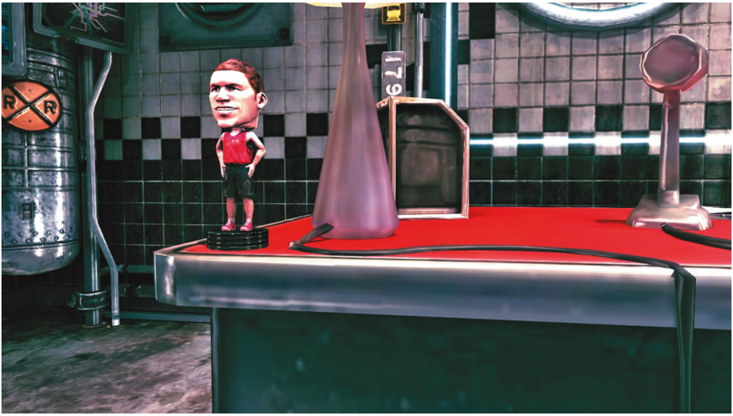
Reward: None



Leave Captain Marshall behind and enter Elizabeth's lab. Ignore the grotesque remains of a dead mutant and look for the Authority Mutant collector card on the nearby table. Next, head down the tunnel to the left to reach the lift leading up to Saul's garage. You emerge from the floor in the garage—the entrance to the Resistance base is disguised as a car lift. All of your vehicles have now been transferred from Mick's garage in Wellspring to Subway Town. As in Mick's garage, interact with the garage door to customize your vehicles. Saul is located opposite of the garage door—you need to speak with him before heading out into Subway Town. Like Durar and Mick, Saul can repair any damage to your vehicles as well as tow your ride back to his garage. Saul says you can find Mayor Redstone upstairs.



Step out of Saul's garage and make your way upstairs. Feel free to speak to some of the inhabitants of Subway Town along the way. Cain, seated outside the garage, gives you a quick welcome, telling you where you can find races and sell items. The other inhabitants seem friendly enough, offering advice and filling you in on the latest news and gossip. You can't access the Fez Bar on the first floor until you've met with Mayor Redstone, so don't be disappointed when Krug denies you entry. Explore the upper floor of Subway Town until you come across the Mayor's office. Vincent, the guard outside, tells you not to keep Redstone waiting. Seconds after stepping into the office, the Mayor doesn't waste any time ensuring you know he's the boss around here. If you can help him do things, you're welcome to stay. Otherwise you're of no use to him. Now that he's made himself clear, he has a job for you. . .

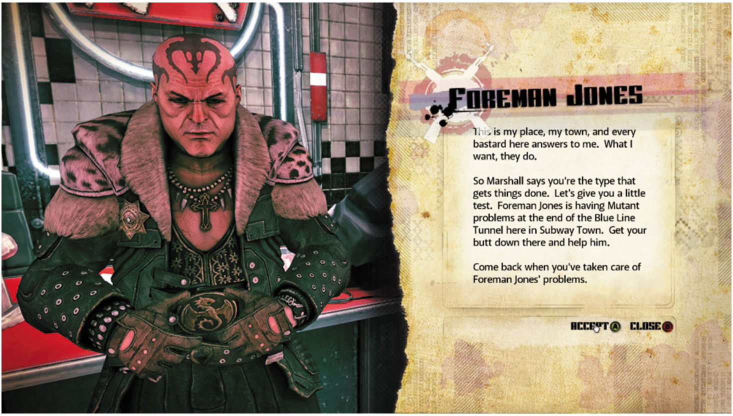


Tip

A Blake Griffin Bobblehead is sitting on the left corner of Mayor Redstone's desk. Interact with it to add it to your collection—Redstone won't mind. Like the Pip Boy Bobblehead, this object serves no purpose. But it's worth $150 if you sell it.

Foreman Jones

Mayor Redstone



FOREMAN JONES

This is my place, my town, and every bastard here answers to me. What I want, they do.

So Marshall says you're the type that gets things done. Let's give you a little test. Foreman Jones is having Mutant problems at the end of the Blue Line Tunnel here in Subway Town. Get your butt down there and help him.

Come back when you've taken care of Foreman Jones' problems.

Objective: Help Foreman Jones

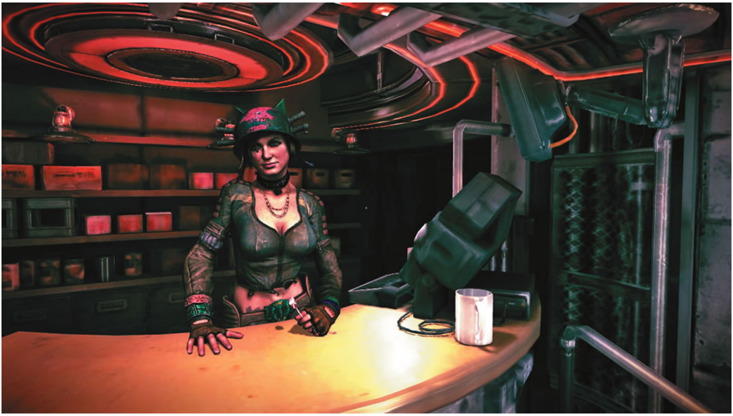
This is my place, my town, and every bastard here answers to me. What I want, they do.

So Marshall says you're the type that gets things done. Let's give you a little test. Foreman Jones is having mutant problems at the end of the Blue Line tunnel here in Subway Town. Get your butt down there and help him.

Come back when you've taken care of Foreman Jones's problem.

Provided Equipment: None

Reward: None

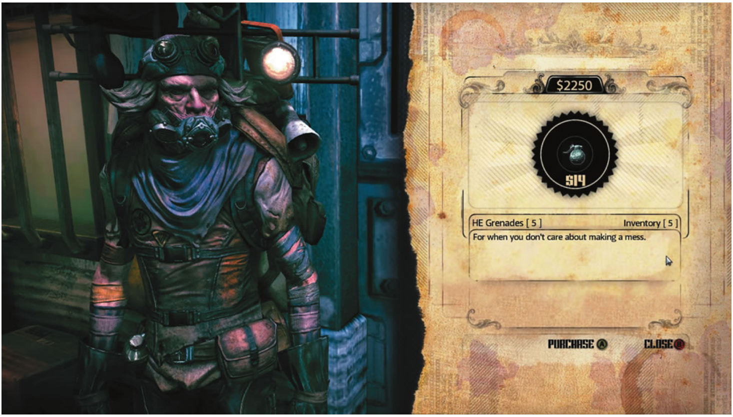


After leaving Redstone's office, find Jani's Supplies, also located on the second floor. Here you can buy and sell equipment, just like at Coffer's Outfitters shop in Wellspring. Jani has a wider selection of equipment than Coffer does, so take a few minutes to browse her wares. If you have the cash, buy the Heavy Armor Upgrade to increase the amount of damage you can take before becoming incapacitated. Jani also sells a wide variety of schematics, including ones for Advanced Wingsticks, Advanced Sentry Bots, and Advanced Sentry Turrets. All of these schematics are well worth their asking price if you have the extra dough, but don't blow all your money on schematics. Save some money to stock up on ammo. To complete the task for Foreman Jones you'll want at least 100 rounds of Buckshot for your Combat Shotgun and 20 HE Rockets for your Rocket Launcher. Also, make sure you have at least 200 rounds for both your Assault Rifle and Authority Machine Gun.

Tip

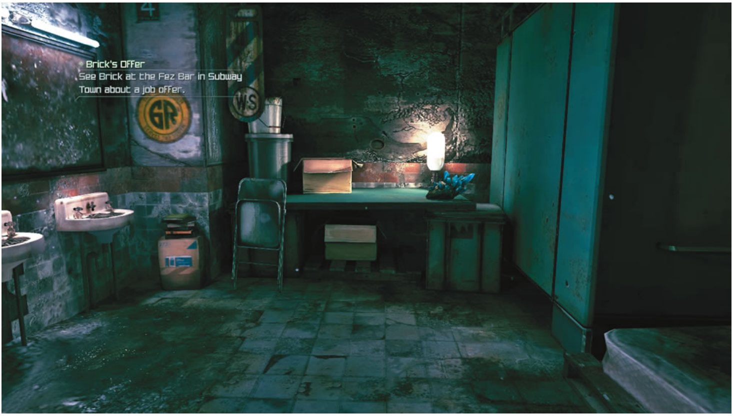
Before buying anything from Jani, always check with Stew, also located on the second floor. Stew sells surplus black market items at a significant discount. He only sells one item at time, so always check in with him each time you visit Subway Town.

Not far from Stew you can find a locked door, near Hope and the guy playing the banjo. Use a Lock Grinder to open this door and access a small room containing two Feltrite Crystals and one Night Blossom.



HE Grenades [5] Inventory [5]

For when you don't care about making a mess.



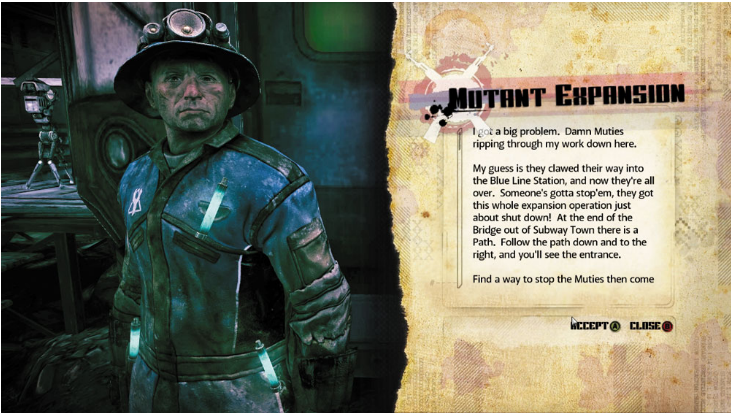
Brick's Offer

See Brick at the Fez Bar in Subway Town about a job offer.

Foreman Jones can be found at the end of the Blue Line subway tunnel. Step into the tunnel behind Norbu, the old man with a cane, and follow the tracks until you spot several workers conducting repairs. The man standing in front of the subway car is Foreman Jones. Mutants are hindering his progress in the tunnel—they've broken through at the Blue Line Station and Foreman Jones needs someone to stop them. . .

Mutant Expansion

Foreman Jones



MUTANT EXPANSION

I got a big problem. Damn Muties ripping through my work down here.

My guess is they clawed their way into the Blue Line Station, and now they're all over. Someone's gotta stop'em, they got this whole expansion operation just about shut down! At the end of the Bridge out of Subway Town there is a Path. Follow the path down and to the right, and you'll see the entrance.

Find a way to stop the Muties then come

Objective: Seal off Blue Line Station.

I got a big problem. Damn Muties are ripping through my work down here.
My guess is they clawed their way into the Blue Line Station, and now they're all over. Someone's gotta stop 'em. They got this whole expansion operation just about shut down! At the end of the bridge out of Subway Town there is a path. Follow the path down to the right, and you'll see the entrance.

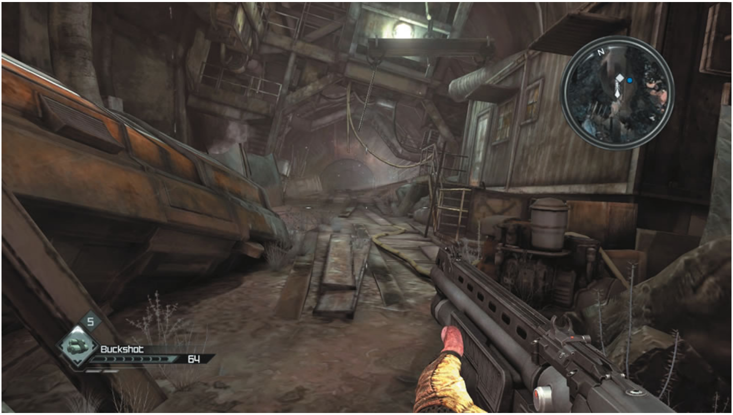
Find a way to stop the Muties, then come back and report.

Provided Equipment: None

Reward

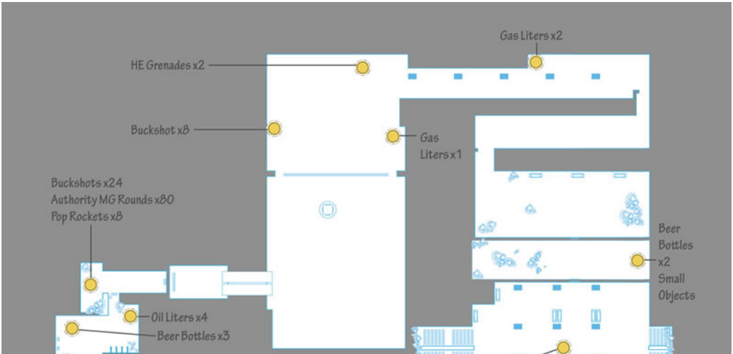
ICON	ITEM	QUANTITY
Dollars	200	

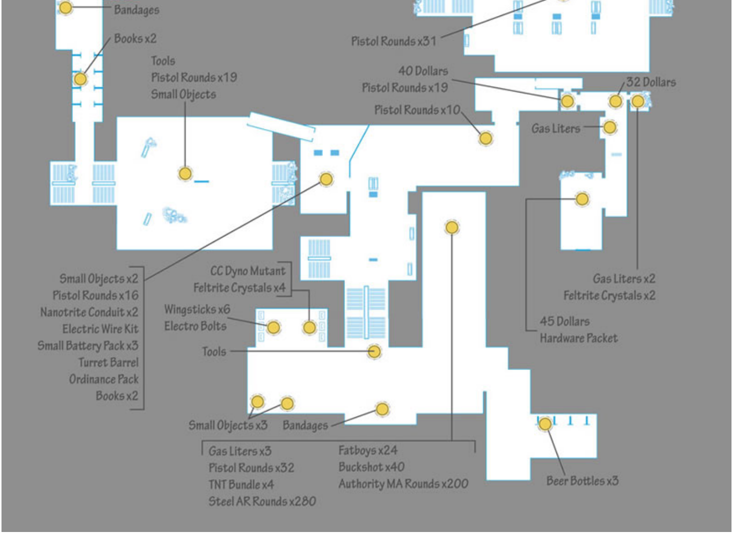
New Objective: Enter the Blue Line Station



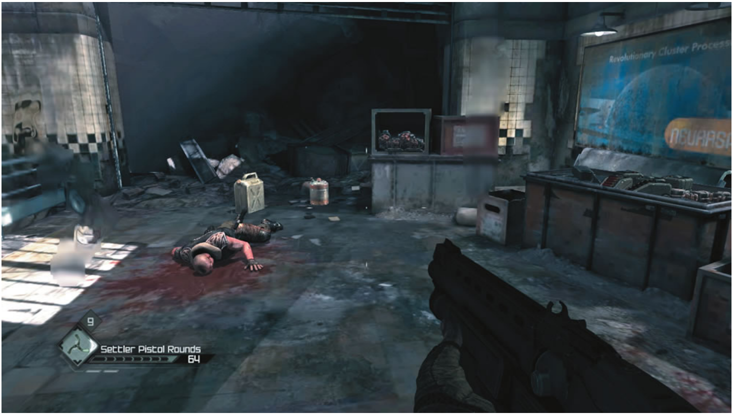
To reach the Blue Line Station entrance, you must exit Subway Town. Head back to Saul's garage and hop into your vehicle of choice. The drive won't take long, and you won't face any resistance, so feel free to take the Dune Buster or Jetter ATV if you prefer. Outside Subway Town, follow the marked path to the right, collecting the Desert Spore along the way, until you come to a barrier. At that point, exit your vehicle and proceed to the Blue Line Station entrance on foot.

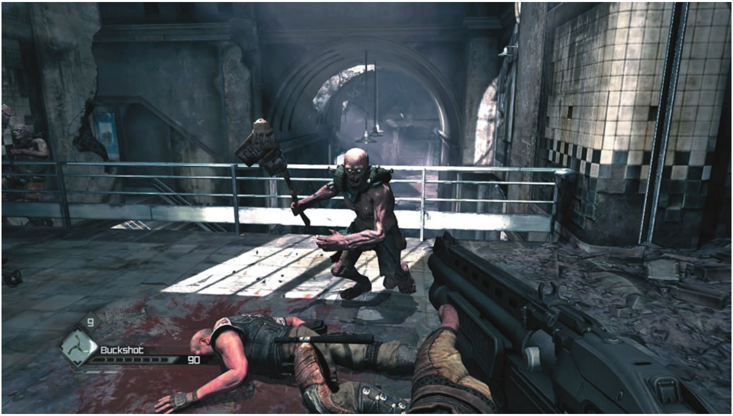
Blue Line Station





New Objective: Find the TNT





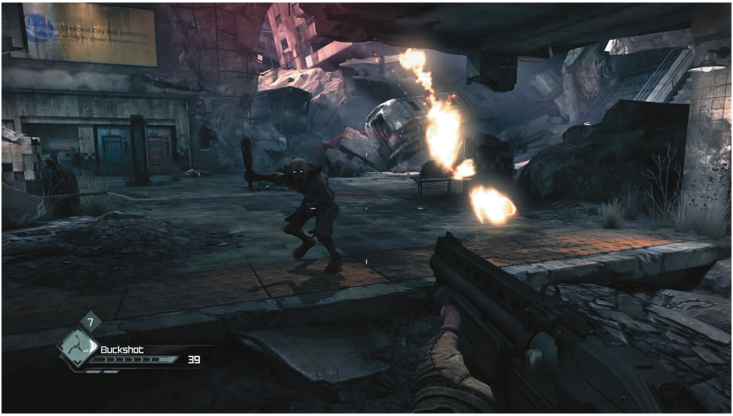
Foreman Jones wasn't kidding—the Blue Line Station is swarming with mutants. Don't bother engaging them right now, as they all run away from you—save your ammo for later. While advancing through the station, search the bodies of the dead subway workers for money and other loot. The TNT left behind by the workers is located at the far end of this dead-end corridor on the station's upper level. Gather the ammo and other supplies here before grabbing the TNT Bundle. Picking up the TNT Bundle triggers a mutant ambush as the gate behind you closes, trapping you in this confined space overlooking the station's lower level. Equip your Combat Shotgun and start blasting mutants as they crawl beneath the gate. More mutants scale the wall on the right and hop over the railing. The mutants are most vulnerable when they're crawling beneath the gate and climbing over the railing, so hit them before they can get to their feet and charge. Hold your ground and apply Bandages as necessary until the gate reopens, allowing you to escape. From this point on, don't let your guard down—the mutants won't run away from you anymore.

Note

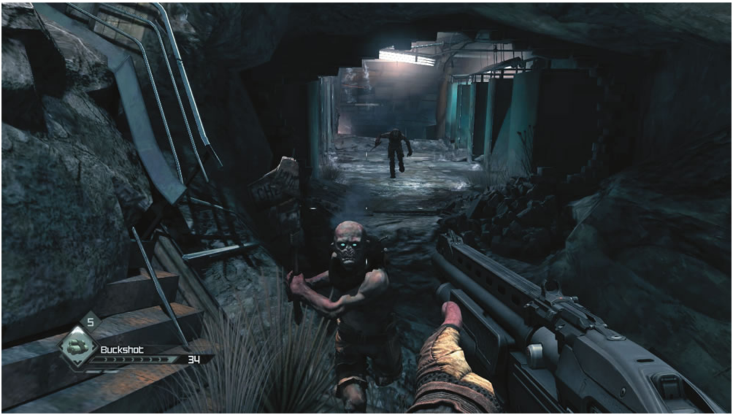
The Dyno-Mutant card can be found on the top floor, in the Guacamolito restaurant. The restaurant is open when completing the Eviction Notice job. Alternatively, you can use an EMP Grenade, Pulse Shot, or Electro Bolt to open the security barrier during this visit.

New Objective: Find the Detonator

As you make your way back downstairs, watch out for more mutants charging at you. Some of the mutants are carrying sticks of lit dynamite in each hand. Take these guys out quickly, preferably with a Wingstick. If they manage to detonate within close proximity, you'll suffer heavy and potentially lethal damage. Even after you've killed these mutants, the dynamite they're carrying still poses a threat. Make sure you're far away when those sticks of dynamite detonate. At the bottom of the stairs, a lone mutant bursts through a door on the left. Blast him and then enter the now open door to access an office containing several objects, including some parts ideal for constructing a Sentry Turret.



After raiding the office, pass through the subway car to reach this heavily damaged corridor. Here you come under attack by several mutants, including a couple lobbing fireballs from a distance. Deal with the charging mutants first while constantly moving to avoid the incoming fireballs. The Combat Shotgun is best at close range, but switch to your Sniper Rifle when you have a chance to take out the fireball-tossing mutants. Keep some Bandages handy as you fight off these enemies. The mutants are fast and relentless, attacking from every direction, so keep spinning to observe your surroundings. Amidst the confusion, watch out for a couple of dynamite-carrying mutants charging down the steps at the end of the corridor.



Climb the steps and turn to the right to face this flooded restroom. More mutants attack you here. Hold on the steps and fire through the hole in the wall to eliminate the first wave. More mutants attack as you enter the restroom, so stay on guard and be sure to completely reload your Combat Shotgun after each engagement. If you can keep your distance, Wingsticks work well here, too. Just be sure to grab your Wingstick if it gets lodged in a dead mutant. Inside the restroom you can find some Bandages and other junk you can sell for a modest profit. Upon exiting the restroom, turn to the left to gather a large stash of ammo, including eight Pop Rockets for your Combat Shotgun.

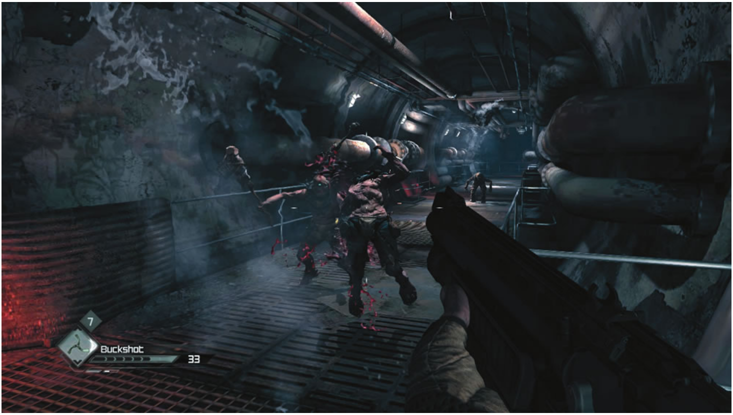
Terminal

As you enter this area, turn to the right and then face the large doorway at the far end of the terminal. Before long, swarms of mutants climb through holes in the floor and the surrounding rubble. Deploy a Sentry Turret facing the large clock in the center of the Terminal. If you bought the schematics for an Advanced Sentry Turret, this works even better. Position yourself just behind your Sentry Turret and stand guard, blasting any mutants that get too close. A single Advanced Sentry Turret can handle the incoming flow of mutants on its own. If using a standard Sentry Turret, be ready to assist by launching Pop Rockets at the advancing mutants.

As the mutant attack dwindles, a tremor rocks the terminal as a ranged Large Mutant crashes through the doorway ahead. Immediately equip your Rocket Launcher and begin firing HE Rockets at this new threat. Don't stand still, however. Move laterally to avoid the incoming grenade-like rounds fired by the launcher mutant. The launcher mutant isn't the only threat. A new wave of mutants joins the attack, charging directly at you. If your Sentry Turret is still active, it can help pick off the mutants. Otherwise, deploy another Sentry Turret or a Sentry Bot to deal with the mutants while you focus your Rocket Launcher attacks on the launcher mutant. It takes at least six direct hits with the Rocket Launcher to kill the launcher mutant, so don't let up. Once the launcher mutant is down for the count, mop up the remaining mutants with your Combat Shotgun.

Keep 'Em Coming

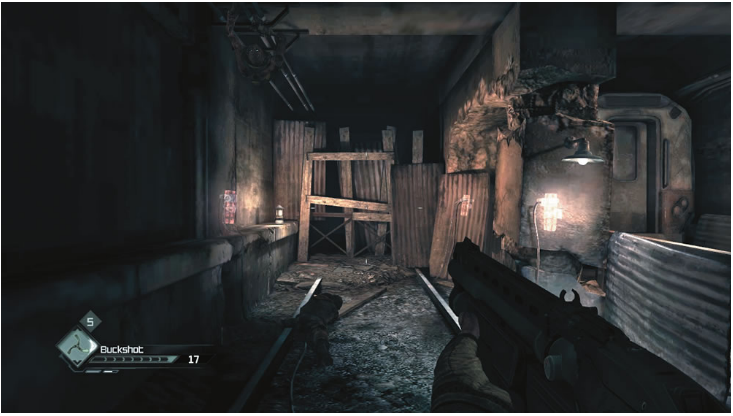
The mutant attack in the terminal presents the perfect opportunity to unlock this achievement/trophy. Simply deploy a Sentry Turret and let it take out at least five enemies on its own. If the Sentry Turret is knocked down or destroyed before killing five mutants, you must deploy another one, at which point the count starts over. Stand guard and prevent the Sentry Turret from getting knocked down to reach the goal.



Advance to this maintenance tunnel connected to the terminal. Soon after stepping into the tunnel, you're charged by more mutants. Some of the mutants come running right at you while others brachiate along the pipes in the ceiling. Consider deploying another Sentry Turret here and let it do all the heavy shooting. Otherwise, use your Combat Shotgun to blast each mutant as it gets close. The Authority Machine Gun is also effective here, allowing you to hit the mutants at long range before they pose a melee threat.

Station Platform

New Objective: Plant four TNT Bundles



As you near the subway tunnel, watch for a few more mutants loitering by the tracks. Clear the tunnel of mutants and then approach the makeshift barricade to the left—this is where the mutants are coming through. You need to place bundles of dynamite at four separate spots on and around this barricade in order to collapse the tunnel. Interact with the faint outlines of dynamite bundles at these four spots to rig the tunnel for destruction. If you have trouble finding these four spots, simply follow the four lines leading from the Detonator to the dynamite spots.

New Objective: Collapse the tunnel

Climb onto the station platform and follow the wire back to the Detonator. Before interacting with the Detonator, equip your Rocket Launcher and make sure it's fully loaded. You may want to check the magazine capacities of your other weapons as well—collapsing the tunnel will trigger a massive mutant counterattack. When you're ready, interact with the Detonator to trigger a massive explosion, collapsing the subway tunnel.

Seconds after the detonation, two tentacle mutants appear, each descending the steps on opposite ends of the station platform. Immediately target one of the two tentacle mutants and relentlessly pound it with HE Rockets until it dies. It takes three direct hits to kill one tentacle mutant. With the first tentacle mutant dead, locate the second one and kill it with another barrage of HE Rockets. It's important to take out the tentacle mutants as fast as possible because they're not the only angry mutants you face. Scores of regular mutants swarm the station platform as well. Switch to your Combat Shotgun or Authority Machine Gun and begin blasting mutants as fast as you can. Deploying a Sentry Turret or Sentry Bot here can make surviving this fight a lot easier. Still, keep Bandages handy so you can heal quickly if you find yourself getting pummeled from all directions. As the mutant attack dies down, the subway car doors behind the Detonator open, revealing your escape path. Blast the mutants that come charging out the subway car and then follow the orange cable on the ground all the way back to the Blue Line Station's entrance.

Subway Town

New Objectives:

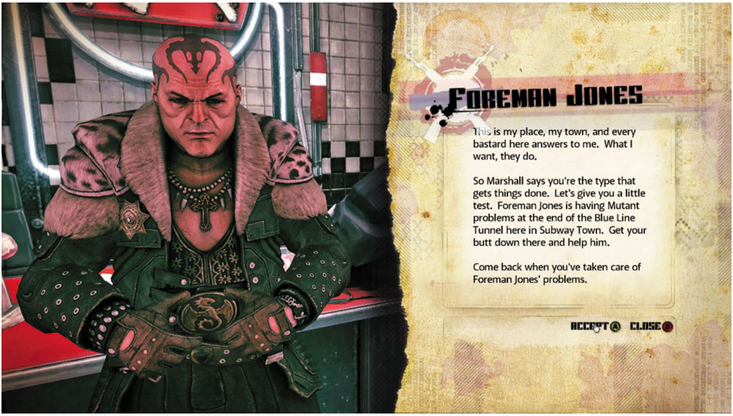
- Return to Foreman Jones in Subway Town
- Return to Redstone

Outside the Blue Line Station, return to your vehicle and drive back to Subway Town. You can find Foreman Jones inside the Blue Line tunnel where you left him. He's impressed with your work and hands over $200 for your troubles. Next, head upstairs to see Mayor Redstone. While the Mayor acknowledges your success, he isn't quite ready to trust you yet.

Fortunately, he has another job lined up for you. . .

Gearhead Vault

Mayor Redstone



FOREMAN JONES

This is my place, my town, and every bastard here answers to me. What I want, they do.

So Marshall says you're the type that gets things done. Let's give you a little test. Foreman Jones is having Mutant problems at the end of the Blue Line Tunnel here in Subway Town. Get your butt down there and help him.

Come back when you've taken care of Foreman Jones' problems.

Objective: Search for Plutonium Feltrite.

The Gearheads control electricity around here, and I want to end their stranglehold on my town.

Word on the street is that the Gearheads have combined Plutonium and Feltrite. If we could get our hands on that, then our power problems would be over. Trouble is, they got that stuff locked up in the bank vault above us. So I need you to go and get it for me. Here's a key to the Management Office. You can find the office on the second floor in the back of town.

Bring me that Plutonium Feltrite and maybe it'll secure your place around here.

Provided Equipment

ICON	ITEM	QUANTITY
	Management Key	1

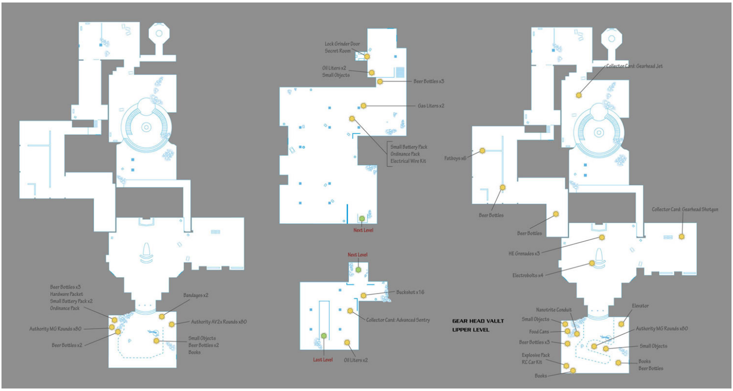
Reward: None

New Objective: Head to the Management Office

Exit Redstone's office and head straight for Jani's Supplies. Start by selling off any junk you've collected. In preparation for your next job you need to purchase plenty of armor-piercing rounds. The Gearheads are decked out in heavy armor, capable of repelling most small arms fire. Authority AV2x Rounds for your Authority Machine Gun are very effective, as are Feltrite AR Rounds for your Assault Rifle. But the single most effective ammo against Gearheads are Fat Mammas fired from your Settler Pistol. These perform similar to Fatboys but with increased penetrative power, capable of passing through multiple targets. If you haven't already, you can purchase the Fat Mammas Schematic from Jani for $200. Next, make sure you have enough parts for making Fat Mammas. It takes 12 Fatboys and one Explosive Pack to make a batch of six Fat Mammas. Constructing Fat Mammas isn't cheap, but they're well worth the price, capable of dropping a Gearhead with a single shot. Just make your shots count. Before you spend all your cash on Fat Mammas, make sure you have at least 10 HE Grenades and 20 HE Rockets before leaving Jani's.

The Management Office door is located on Subway Town's second floor, not far from Hope and the banjo player. The door is marked with the Crescent City Rail Authority (CCRA) logo. The key Redstone gave you allows you to open the door. Follow the corridor beyond the door to the entrance of the Gearhead Vault.

The Gearhead Vault

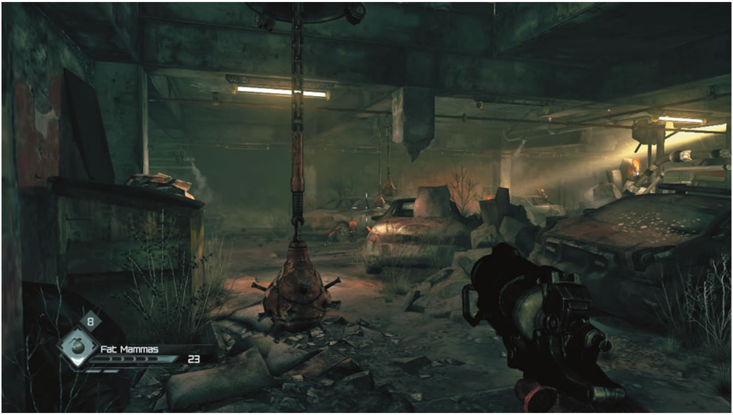


New Objective: Locate the Plutonium Feltrite

4
Settler Pistol Rounds
174

Shortly after entering the Gearhead Vault, look for a locked door on the right before ascending the stairs. Use a Lock Grinder to bust open the door. Step inside a small supply closet to score some loot, including an Electrical Wire Kit and a Turret Barrel. The closet is also filled with other junk you can sell to Jani for a small profit, helping offset the cost of the Lock Grinder you just used.

Parking Garage

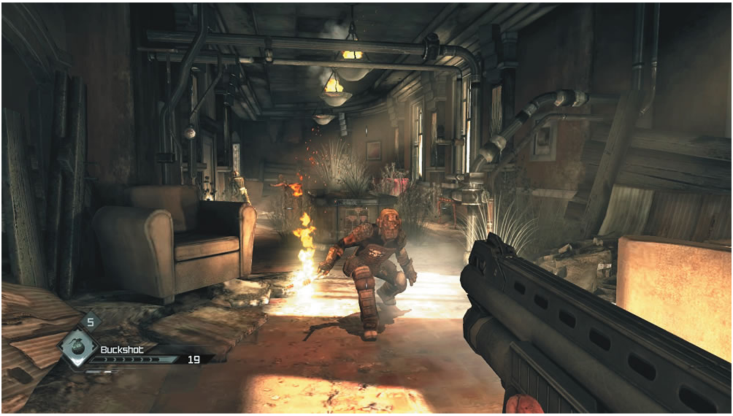


Creep upstairs while listening to the distant Gearhead conversation. Arm your Settler Pistol and load some Fat Mammas. At the top of the stairs, a crude mine dangles from the ceiling of the parking garage. Sidestep past the mine to avoid contact. If the mine detonates, it will inflict serious damage as well as warn the Gearheads of your presence. Locate your first Gearhead by peering through the Monocular, then drive a Fat Mamma through his head. Fat Mammas have enough power to easily penetrate the helmets worn by the Gearheads, making them the easiest way to score headshot kills on these heavily armored enemies. After killing the first Gearhead, be ready to take on his buddies. Stay near the stairwell and avoid contact with that mine while returning fire. Listen for the light tapping sound of an incoming Sentry Bot. Equip your Striker Crossbow and hit the Sentry Bot with a couple of Electro Bolts to disable it. Pulse Shot and EMP Grenades are equally effective against these spider-like robots. Once the Sentry Bot is down, continue attacking the Gearheads while using the cars for cover.

Tip

Don't forget to loot the bodies of the Gearheads. These guys carry a relatively large amount of cash as well as ammo. You can also retrieve parts from destroyed Sentry Bots.

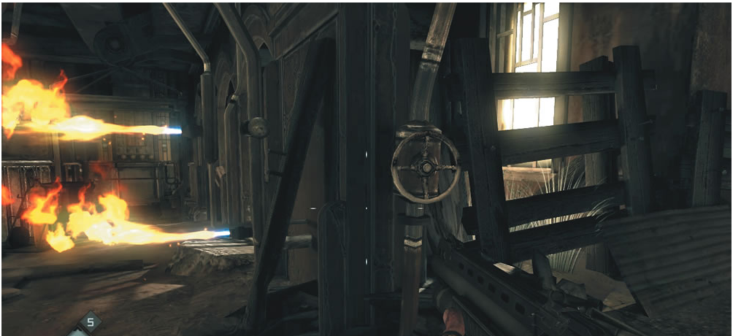
Advance to this section of the parking garage, but watch out for another Sentry Bot posted on top of a car. Peek around the corner and fire a couple of Electro Bolts at the Sentry Bot. Next, equip your Settler Pistol and wipe out any remaining Gearheads by puncturing their skulls with Fat Mammas. Remember, these bullets aren't cheap, so don't rush your shots. Carefully study the movements of your target through the Monocular before squeezing the trigger. If you prefer to save your Fat Mammas for later, switch to your Assault Rifle or Authority Machine Gun. When using these weapons, you must chip away at the Gearhead armor, preferably stripping away their helmet before going for the headshot. If you're not careful, you can waste a lot of ammo on a single enemy. Focus on headshots to conserve ammo.



Cautiously approach this ramp leading up to the next level of the parking garage. When you hear the loud footsteps, back up and watch for a Gearhead decked out in heavy armor marching toward you. This Gearhead is covered in metal from head to toe and armed with a minigun, not unlike the minigun-toting bandits you encountered in the Shrouded Bunker. This guy can take much more punishment, though. Use HE Rockets or HE Grenades to strip away his armor. The Rocket Launcher is very effective against this enemy, but it will take at least three direct hits to kill him. If you don't have enough HE Rockets, soften him up with HE Grenades and then blast him with your Authority Machine Gun, focusing your fire on his head. Make sure you're always attacking from behind cover, as exposing yourself to his incoming minigun fire can mean a quick death.

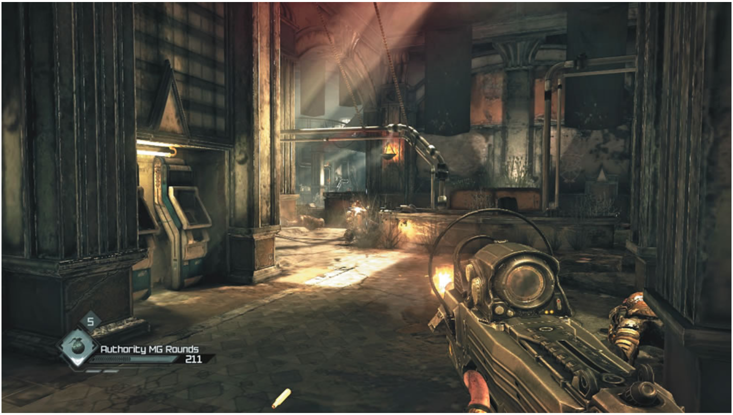
Plaza

Continue through the parking garage, and check the backseat of a car near the exit for the Adv. Sentry Bot collector card before working your way up to a plaza outside the bank's entrance. As you climb the debris-strewn ramp leading out of the parking garage, you're charged by a Gearhead armed with a flaming baseball bat. Gun him down with your Assault Rifle or Authority Machine Gun. A second Gearhead hides near the dead tree in the center of the plaza, shooting at you with a pistol. Wait until he reloads, then blast him with the weapon of your choice. The entrance to the bank is blocked by several flame barriers, fueled by gas jets. You need to find a valve to shut off the gas before you can enter the bank. Grab the Bandages near the bank's entrance and then enter the bar to the left. There are more items to loot in the bar, as well as a ladder leading up to an upper-level walkway ringing the plaza.

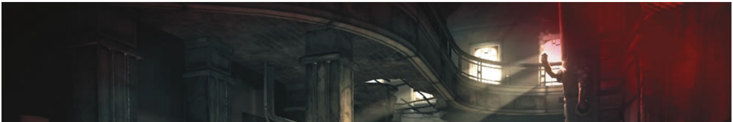


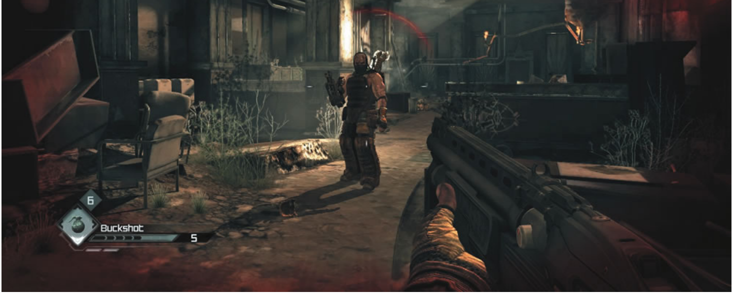
Soon after reaching the upper level, you're attacked by more Gearheads, including one with a flaming baseball bat. Blast the Gearhead charging at you first, then immediately seek cover. Engage the rest of the Gearheads with your Settler Pistol, using Fat Mammas to make quick work of them. Move from one piece of cover to the next while advancing along the U-shaped walkway. For the most part, the Gearheads attack from a distance while hiding behind cover. Mimic their tactics and snipe them with your Monocular-enhanced Settler Pistol. The valve regulating the flow of gas is located at the end of the walkway. Interact with the valve to shut off the gas, causing the flame barriers at the bank's entrance to disappear. Board the nearby lift and ride it down to the main floor.

Bank

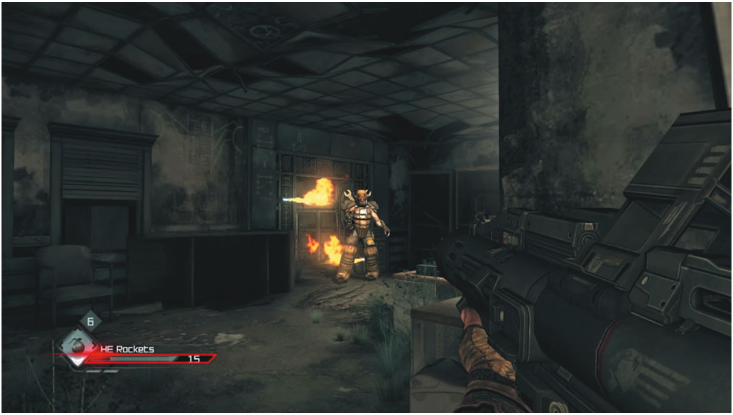


The bank's lobby is guarded by more Gearheads taking cover behind the reception desk. Hold near the bank's entrance and return fire. If you're running low on Fat Mammas, consider switching to your Authority Machine Gun. Using the weapon's magnified sight you can zoom in on the enemies and target their heads with impressive accuracy. However, watch out for incoming grenades lobbed over the desk in your direction. Be ready to backpedal into the plaza to avoid getting caught in a grenade's blast radius. Once the lobby is clear, search the area to the right to grab a Gearhead Shotgun collector card sitting on a planter. Don't worry about shutting down the flame barrier in the lobby—this simply blocks a path you'll access later from a different direction.





Prepare to face more resistance in the adjoining corridor. Use your Settler Pistol or Authority Machine Gun to methodically pick off the Gearheads hiding behind cover. But be ready to take cover when you hear the clanking sound of heavy footsteps approaching—another heavily armored Gearhead equipped with a minigun is headed your way. Use HE Grenade or HE Rockets to take out this guy, ensuring that you don't expose yourself to his devastating attacks. Once the guy with the minigun is down, finish off the remaining Gearheads hiding behind desks and other objects. At the end of the corridor, pass through the doorway on the left to enter the bank's offices.



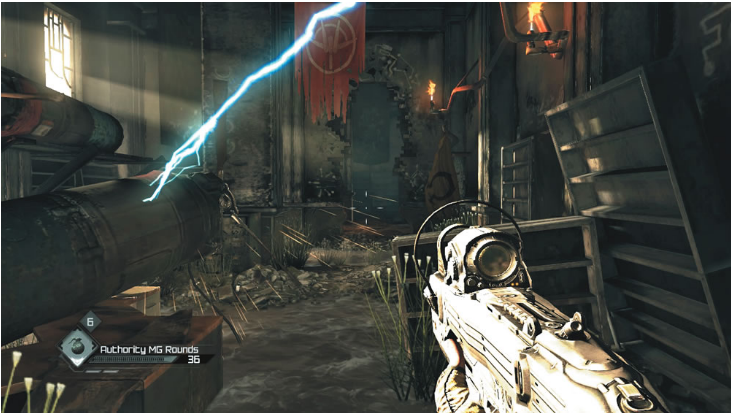
As you move through the offices, two flame barriers are activated, blocking the entrance and exit—you're trapped. To make matters worse, two heavily armored Gearheads equipped with miniguns march in, one through each doorway. Hide in one of the offices while equipping your Rocket Launcher—there's no time to waste. Focus on one enemy at a time, pounding each Gearhead with HE Rockets until there's nothing left behind but a red mist. If you're running low on HE Rockets, hit each Gearhead enough times until his helmet is gone, then finish him off with headshots using your Authority Machine Gun. Regardless of which tactics you use, it's important to take these guys out fast before they can close in on your position and rip you to shreds with their miniguns. Once both enemies are down, the flame barriers disappear, allowing you to exit the offices.

Tip

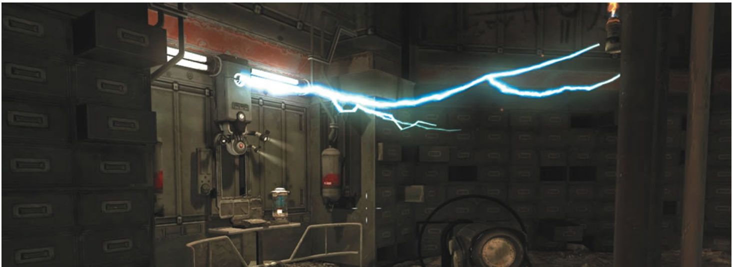
DOOM Room

While exploring the Gearhead Vault, you can unlock the entrance to the secret DOOM room. After defeating the two Gearhead bosses in the bank offices, interact with all the computer keyboards in the room—there are seven functional keyboards total. There is no on-screen prompt to interact with the keyboards, but a DOOM-like sound is triggered with each successful interaction. You'll know you've hit all seven when you hear the growling sound of a demon.

The entrance to the DOOM room is located right next to the Gearhead Vault's exit, so you need to backtrack all the way to the start of the level. Open the door, then jump on the flaming barrel to the left. From the flaming barrel, jump onto the gray Mixom box in front of the door. Once on the gray box, you must crouch to enter the room. Step onto the raised tile in the center of the room to teleport yourself into the world of DOOM. You appear in a small DOOM level containing the DOOM Marine Bobblehead—just like the one on the dash of Dan Hagar's buggy! This is another rare piece of loot you can sell for $150.



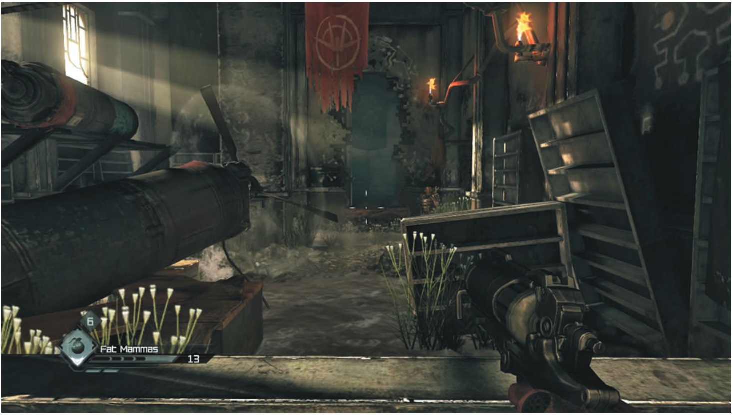
Watch out for a charging Gearhead on the steps outside the offices. He kicks a flaming trash can at you and then comes charging at you with a flaming baseball bat. Sidestep the incoming trash can, then open fire on the Gearhead while backpedaling. Continue up the steps and through the adjoining corridor. You eventually come to this room where an airplane engine serves as a makeshift security feature. At regular intervals, a bolt of electricity strikes the engine, causing the propeller to spin for a few seconds. Time your movements through here carefully. Wait until the propeller has stopped spinning before walking past. You now have a clear path to the vault.



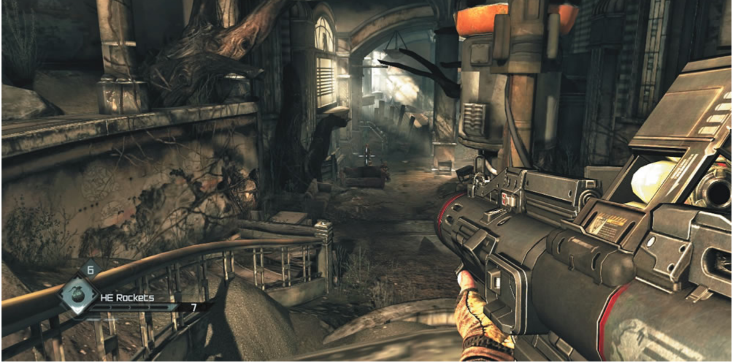
6
Authority MG Rounds
36

All that you find in the vault is a Broken Feltrite Power Cell—it doesn't appear to contain the Plutonium Feltrite Redstone was expecting. Don't worry about the arcs of electricity surrounding the power cell, just grab it and prepare to make your exit. As you near the vault's door, you hear more heavy footsteps heading your way. Equip your Rocket Launcher and wait for another heavily armored Gearhead to come marching in. This guy is armed with a flamethrower. Given the tight confines of the vault, this isn't a fight you want to prolong. Pummel the Gearhead with HE Rockets until he's down for good. It's time to get back to Subway Town.

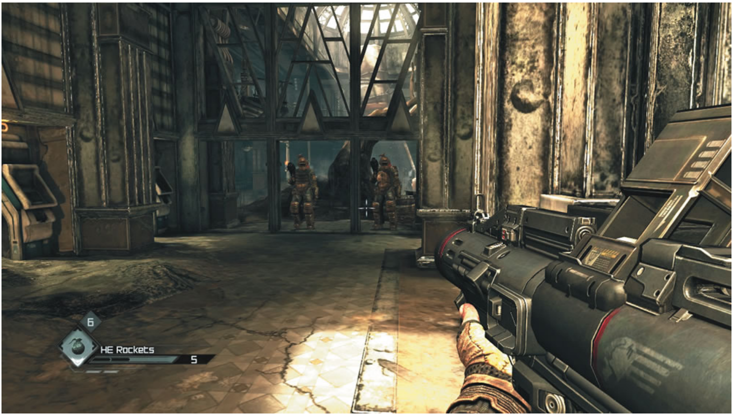
New Objective: Take the Broken Power Cell to Redstone



Navigate past an intermittent flame jet to return to the room with the aircraft engine. A few Gearheads have taken up positions in this room, so find cover and let the spinning propeller kill a few. Finish off any survivors with your weapon of choice, then slip past the propellers once they've stopped. The room's exit is blocked by bars, however. Hide behind the counter while another minigun-toting Gearhead marches toward you. Don't bother shooting this guy—the propeller blades are enough to chop him to pieces. During his advance, the Gearhead with the minigun crashed through a wall near the vault. Carefully walk past the propellers once they've stopped and pass through this newly opened passage.



Pause at the top of this large staircase and fire down on the Gearhead bandits below. One is armed with a rocket launcher, so take cover. Return the favor by firing your own Rocket Launcher at the Gearheads hiding behind the sofa. One rocket may not be enough to take them both out, so follow up your initial attack with shots from your Authority Machine Gun. When the area is clear, collect the Gearhead Jet card from the chair in the dirty office at the top of the stairs, then descend the steps and follow the adjoining hall to the lobby. The flame barrier can now be deactivated by interacting with the valve on the right side of the hall.



As you near the bank's exit, a couple of flamethrower-equipped Gearheads come marching through the plaza. Equip your Rocket Launcher and immediately attack these enemies as they come into view. However, be sure to keep your distance to avoid getting roasted. If necessary, retreat back into the bank's lobby and utilize cover while engaging these slow-moving thugs. The bank's doorway is a great choke point to concentrate your fire on. Saturate this area with HE Rockets and HE Grenades as the two Gearheads approach. The splash damage from explosive weapons allows you to hit both Gearheads at once. If you're out of explosive weapons, open fire with your Authority Machine Gun or Assault Rifle to slowly chip away at their heavy armor. If possible, try to hit the red fuel tanks on their backs. If you manage to puncture one of these tanks, the Gearhead will be launched into the air like a rocket before eventually exploding. It's much more effective to knock off their helmets and kill them with headshots, however. Once these two Gearheads are down, the path is clear. Retrace your steps through the parking garage and return to Subway Town.

Vault Assault

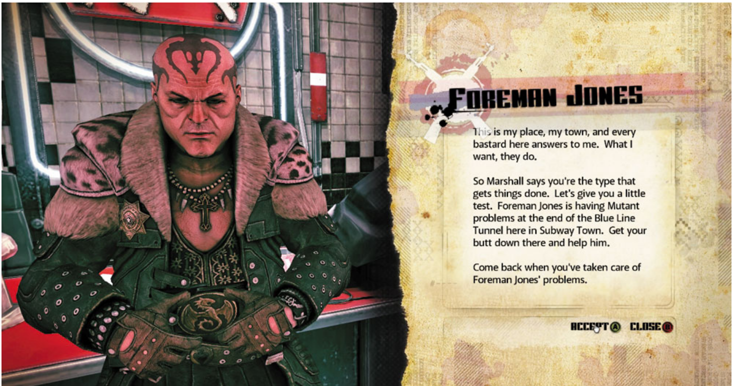
Successfully raiding the Gearhead Vault earns you the Vault Assault achievement/trophy.

Subway Town

Following your adventure through the Gearhead Vault, head to Mayor Redstone's office. Surviving a fight with the Gearheads has caught the attention of a few Subway Town regulars like Destinee. Even Vincent, Redstone's doorman, has no cutting remarks for you this time. Unfortunately, Redstone is less than thrilled with your work, immediately realizing that the canister is empty. Now he has a problem. If the Gearheads suspect Redstone organized the attack on their vault, they'll retaliate by shutting the power off to Subway Town. Redstone realizes he must take immediate action to prevent such a calamity and he needs your help to put his plan into motion. . .

The Price of Power

Mayor Redstone



FOREMAN JONES

This is my place, my town, and every bastard here answers to me. What I want, they do.

So Marshall says you're the type that gets things done. Let's give you a little test. Foreman Jones is having Mutant problems at the end of the Blue Line Tunnel here in Subway Town. Get your butt down there and help him.

Come back when you've taken care of Foreman Jones' problems.

Objective: Redirect the power to Subway Town.

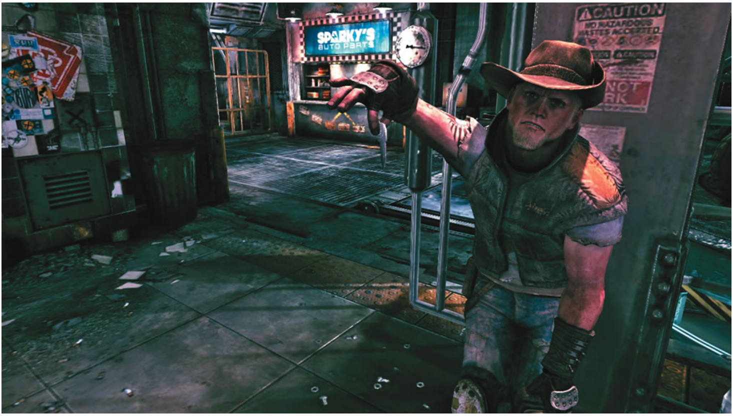
Either you're trying to rip me off or someone lied to me.

Which means, this problem is your problem. If the Gearheads suspect I sent you, then they'll shut off the power. It's time for a permanent solution. I need you to infiltrate their Power Plant and redirect the power leads straight here. Once the place is secure, my boys will take over. Problem solved.

You do this for me, and I'll give you free rein to do your business.
Provided Equipment: None

Reward: None

New Objective: Find the Power Plant to the north



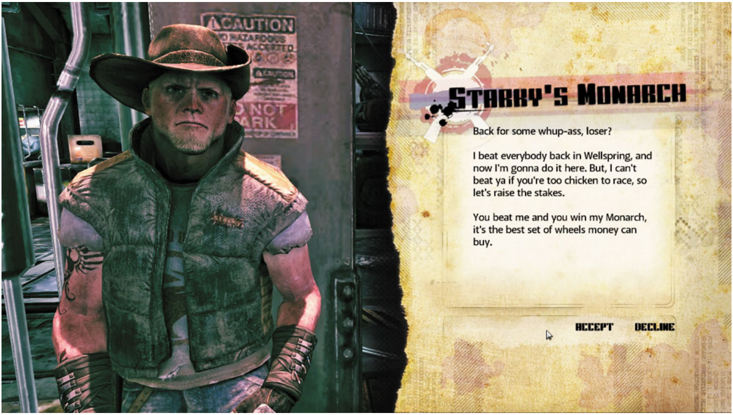
After accepting Redstone's latest job, he suggests finding a new vehicle. He feels your Cuprino won't last long in the Eastern Wasteland. Apparently Starky has been bragging about his Monarch. At this point, the Monarch Needed job becomes available. Before setting out for the Power Plant, head downstairs to find Starky. You can find him on the lower level, not far from Sparky's Auto Parts shop. Speak with Starky to initiate a race. If you win, you take home his Monarch!

Note

You don't need the Monarch to reach the Power Plant, but it makes the journey a whole lot easier. You will need the Monarch before assaulting the Authority Bridge later, however, so it's best to race Starky now.

Starky's Monarch

Starky



Back for some whup-ass, loser?

I beat everybody back in Wellspring, and now I'm gonna do it here. But, I can't beat ya if you're too chicken to race, so let's raise the stakes.

You beat me and you win my Monarch, it's the best set of wheels money can buy.

Objective: Beat Starky to the finish line, again.

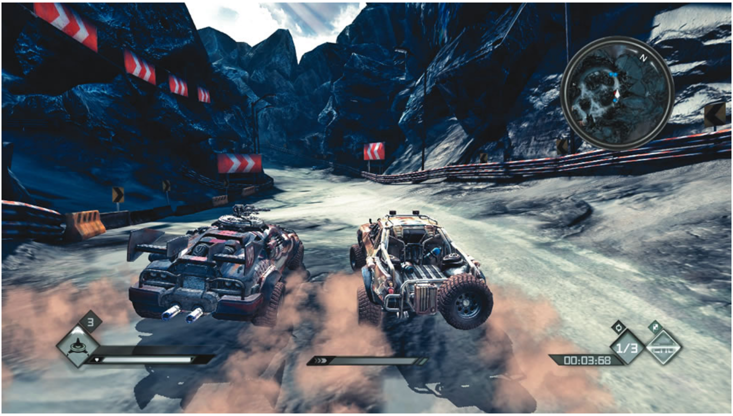
Back for some whup-ass, loser?

I beat everybody back in Wellspring, and now I'm gonna do it here. But I can't beat ya if you're too chicken to race, so let's raise the stakes.
You beat me and you win my Monarch—it's the best set of wheels money can buy.

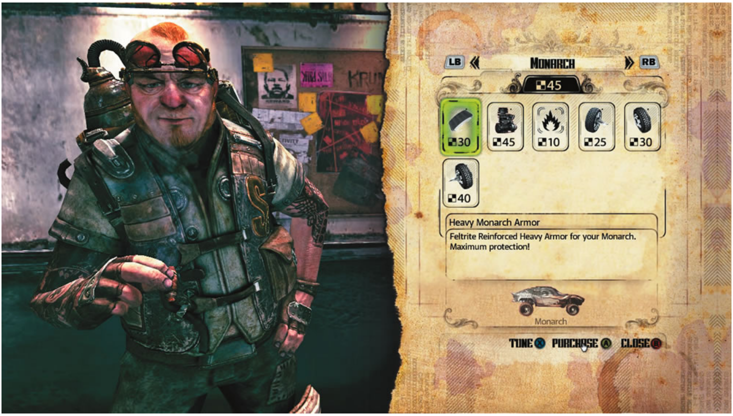
Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Pulse Ammo	6
	Minigun Ammo	600
	Homing Rockets	4



In this race it's your Cuprino against Starky's Monarch. Don't be intimidated by the turret-mounted weapons and rugged looks of the Monarch—you're not fighting it, just racing it. After a couple of boosts, you should have no trouble taking and maintaining the lead. The Monarch is heavily armored, but it's not as fast as your Cuprino. As long as you keep boosting and stay on the course, you'll have no problem winning this race. If Starky is on your tail, consider using the provided Drop Mines to slow him down. The Drop Mines won't make much of a dent in the Monarch, but it may cause Starky to swerve to avoid hitting them. Instead of worrying too much about Starky, keep your eyes on the course. This figure-8-style track can get a little confusing, so pay attention to the orange and white signs pointing which way to go. If you accidentally make a wrong turn, Starky will easily take the lead before you can get back on course. If this occurs, use boost to catch up and retake the lead. If you're the first to cross the finish line on the third lap, you walk away with Starky's ride. If you lose, you can restart the race.



Heavy Monarch Armor

Feltrite Reinforced Heavy Armor for your Monarch. Maximum protection!

Starky is disappointed with his performance, but reluctantly hands over the keys to his Monarch—the vehicle is now in your garage. While you're downstairs, step over to Sparky's Auto Parts shop to stock up on ammo and Shields. The Monarch is equipped with three weapons: a Minigun, a Rocket Launcher, and an Advanced Pulse Weapon. Make sure you have ammo for all three. The Advanced Pulse Weapon is a high-energy cannon capable of blowing up a bandit vehicle with a single shot.

However, the Pulse Ammo isn't cheap, costing $60 for only six rounds. You've already won six rounds from Starky, so there's no need to buy Pulse Ammo now unless you have tons of cash to blow. Don't forget to browse the available upgrades for your Monarch. If you have 30 racing certificates, purchase the Heavy Monarch Armor now. This allows the vehicle to absorb extremely heavy damage, making it ideal in fights with bandits. All other upgrades can wait. Before leaving Sparky's, make sure you have at least 12 Shields and any other quick use items you like to deploy during vehicular combat. Now that you have a well-stocked Monarch, you're almost ready for your trip to the Power Plant. But before leaving Subway Town, stop by the Fez Bar. The bartender has a job for you.

///Subway Town
SPEEDWAY
Do NOT interfere ... Authority Forces.
Report ... activity.
Tarred

Tip

Need some racing certificates? From Sparky's Auto Parts, head downstairs to the Subway Town Speedway. Speak with Mel to enter a variety of races. Outside of winning races, there's one other way to earn racing certificates. Speak with Brick, the bartender in the Fez Bar.

Brick's Bounty

Objective: Take out bandit vehicles for Brick.

I got shipments coming, and I don't want trouble on the roads!

Damn bandits have been causing problems for my liquor suppliers. I'd pay handsomely if you took to the roads and killed a few. Tell you what, you take out an Authority Predator and I'll pay you double.

For every enemy vehicle you take out, I'll dish out some cash and racing certificates.

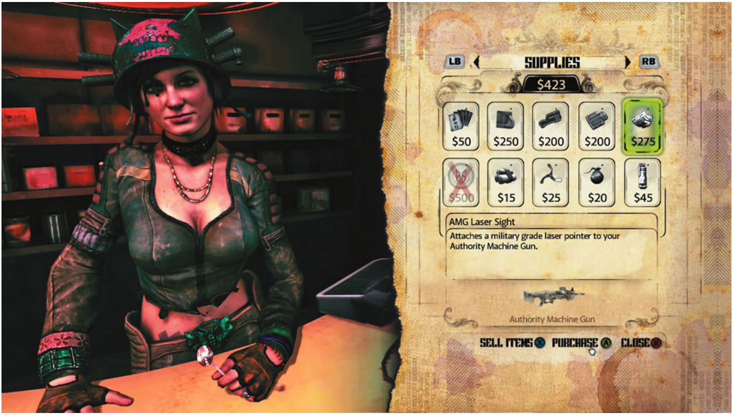
Provided Equipment: None

Reward

ICON	ITEM	QUANTITY
	Dollars	10
	Racing Certificate	1*

* = per bandit vehicle destroyed

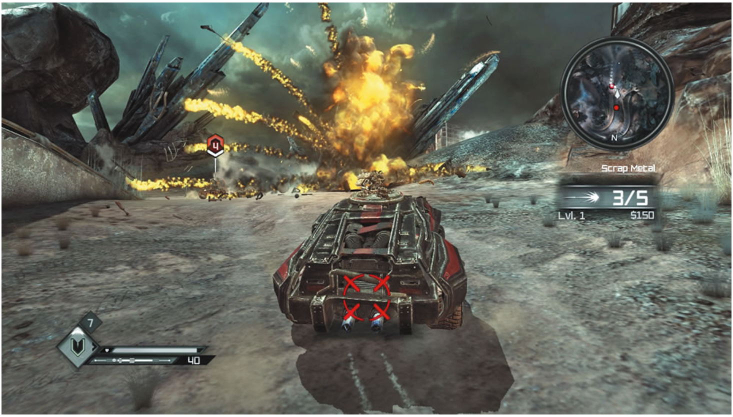
Krug, the bouncer standing outside the Fez Bar, will now let you into the bar. Step inside the converted subway car and turn right. Like the Second Chance Bar in Wellspring, the Fez Bar is filled with several colorful characters willing to offer advice and wager bets. Speak with Brick, who is standing behind the bar and wearing a Fez-style hat. This is Brick's place and he needs you to hunt bandits. Just like Sally, he offers to pay you $10 and one racing certificate for each bandit vehicle you destroy. The payment is doubled to $20 and two racing certificates for every Authority Predator you destroy. Accept the terms of Brick's job and head for the bar's exit. Or, if you prefer, visit Abbott for a game of five-finger filet or talk to Teague, Subway Town's resident card shark, to start a game of Rage Frenzy.



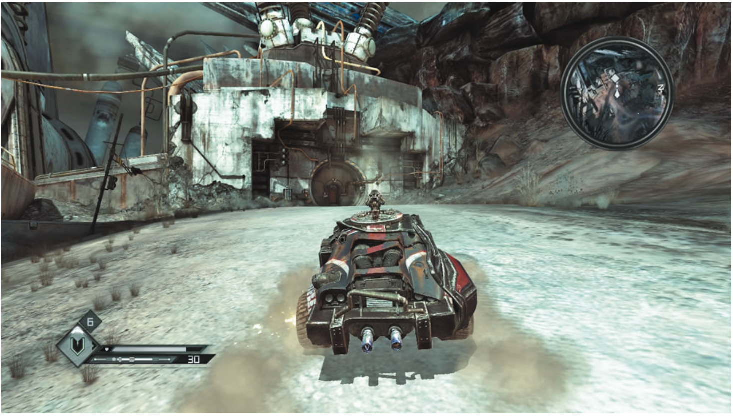
AMG Laser Sight

Attaches a military grade laser pointer to your Authority Machine Gun.

Your preparation for the raid on the Power Plant is almost complete, but before leaving Subway Town, head upstairs to Jani's Supplies. The Power Plant is occupied by Gearheads, so expect the same level of armored resistance as you did in the Gearhead Vault. Start by selling any junk you looted from the Gearhead Vault. Next, purchase plenty of ingredients to make at least a couple dozen Fat Mammas. Also, make sure you have at least 300 Authority AV2x Rounds, 20 HE Rockets, 20 HE Grenades, and 20 Electro Bolts. If you haven't already, now's also a good time to buy the AMG Laser Sight for your Authority Machine Gun. This upgrade significantly increases the accuracy of the weapon, helping ensure your bullets find their mark. After stocking up at Jani's, head downstairs to Saul's garage and select your new Monarch before leaving Subway Town.

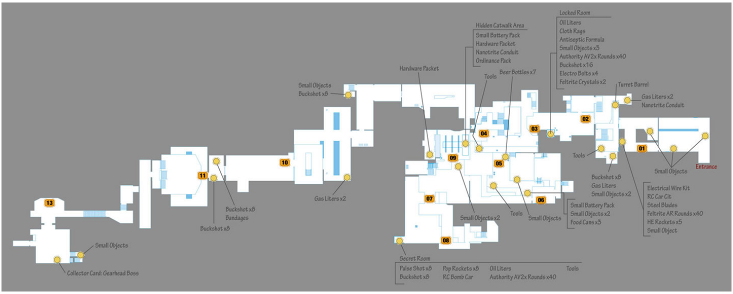


Now it's time to find the Power Plant—the path is marked on the minimap. Before driving too far into the Eastern Wasteland, experiment with switching the Monarch's weapons. By default, the Minigun is selected, but you can switch to the Rocket Launcher and Advanced Pulse Weapon. Proceed to the Power Plant, but be ready to engage some bandit vehicles once you enter Gearhead Territory—blast every guard tower you encounter along the way. Deploy Shields as the enemy vehicles launch rockets at you and then immediately retaliate. The Monarch's Rocket Launcher is more than sufficient for taking out most bandit vehicles, but if you find yourself in a pinch, select the Advanced Pulse Weapon. This works similar to the Rocket Launcher, requiring a lock on an enemy vehicle. Once locked, fire the weapon to launch a devastating blue Pulse charge. Like the Homing Rockets, the Pulse charge has limited tracking ability, but delivers lethal damage upon contact with the targeted vehicle. The Monarch isn't very maneuverable or fast, so don't try to outmaneuver the enemy vehicles. Instead, simply point your vehicle in the general direction of the attacking vehicles and open fire. The Monarch can absorb a lot of damage, especially if you manage your Shield deployments carefully. Don't worry about chasing after the bandit vehicles—let them come to you while making slight steering adjustments. Monitor the movement of the bandit vehicles on the minimap and maneuver the Monarch to face the incoming attackers, greeting them head on with Homing Rockets.



As you near the entrance to the Power Plant, destroy the nearby guard tower with your Homing Rockets. The Homing Rockets won't lock on to the tower, so you need to drive toward the target while firing. Alternatively, you can just ram the tower with the Monarch. Once the area is clear of threats, drive toward the Power Plant entrance and park your Monarch. Before entering on foot, search the ground to the right of the Power Plant's door—the Monarch collector card is located here. You can also collect a Desert Spore near the road, to the south of the Power Plant entrance. Now interact with the door to enter the Power Plant.

Power Plant

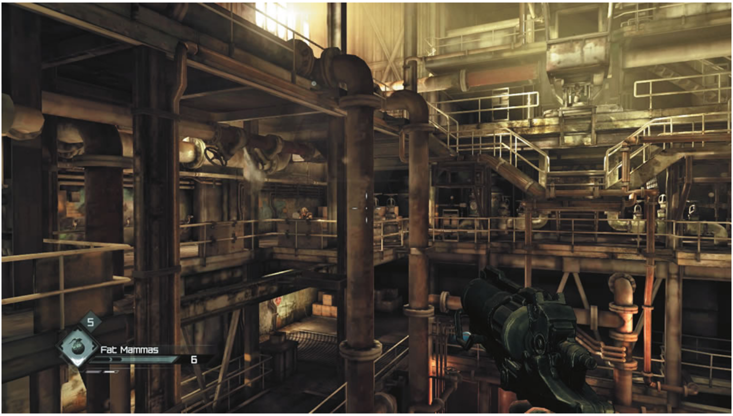


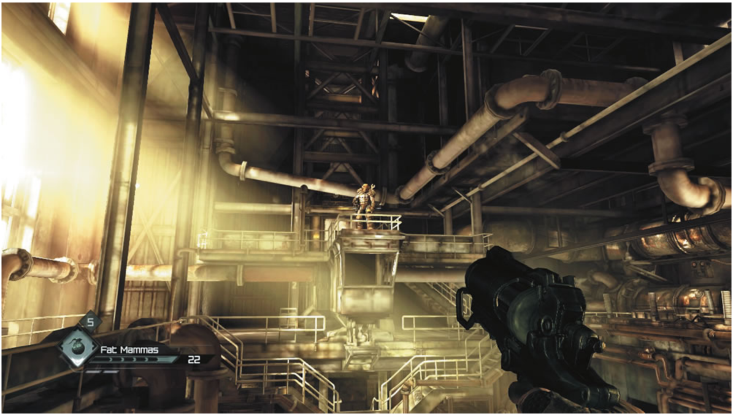
New Objective: Locate the Power Control Board

Just inside the Power Plant entrance you encounter the first Gearhead—his back is turned and he's sweeping the floor with a broom. Hit him in the back of the head with a Wingstick for a stealthy kill. Loot the dead Gearhead's body, then grab the other Small Objects scattered around the room. The path ahead is blocked by an arc of electricity. Interact with the yellow control box on the wall to shut it down. A second arc of electricity blocks the path around the next corner, and this time the yellow control box is out of reach. Get the attention of a nearby patrolling guard by firing your weapon. He'll deactivate the electricity and come to investigate—gun him down and continue deeper into the Power Plant. You can also use Electrobolts or Pulse Shots to deactivate these yellow boxes.

5
Authority AV2x Rounds
288

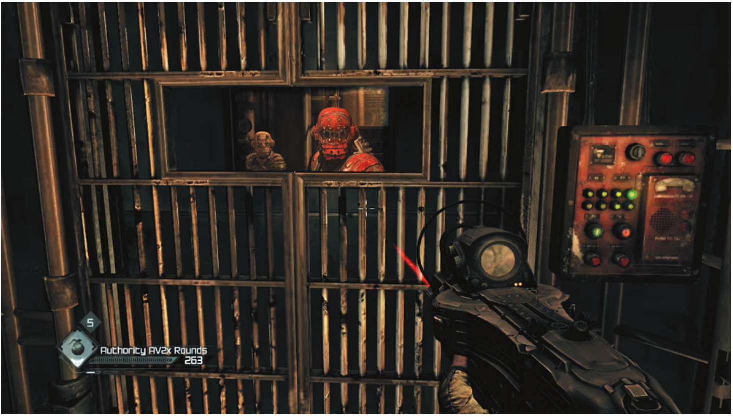
As you exit some offices, turn right to aim down this corridor—a Gearhead armed with a minigun is waiting for you here. Stun him with an HE Grenade or two, then shoot him in the head with your Authority Machine Gun. If the grenade attacks knock off his helmet, it won't take many headshots to finish this guy off. A couple of Gearheads arrive soon afterward, so be ready to deal with the reinforcements, including a bandit charging at you with a flaming baseball bat. Finish off the reinforcements and then raid the nearby locked closet using a Lock Grinder. Inside you find two Feltrite Crystals, a variety of ammo, and ingredients to make Bandages.





In this area, you're attacked by multiple Gearheads firing from behind cover on the various catwalks. Crouch behind the steel plate just below the railing at the end of the corridor and equip your Settler Pistol loaded with Fat Mammas. Peek out of cover and peer through the Monocular to score headshots on the Gearheads. Remember, take your time to line up the shots to ensure a hit, then duck down behind cover. However, listen for the distinct sound of a Sentry Bot approaching from the left. Disable it with a couple of Electro Bolts fired from your Striker Crossbow. Engage one target at a time until you stop taking fire. Once it's clear, move to the left side and climb the stairs to the second level. Along the way, watch out for more Sentry Bots that may be suspended from the ceiling. Electro Bolts or Pulse Shots (fired from the Combat Shotgun) are the best way to disable these threats.

At the top of the stairs, turn left and immediately take cover as more Gearheads open fire. Once again, use your Settler Pistol and Fat Mammas to pick apart the resistance. Halfway across the catwalk, an elevator descends and a Gearhead armed with a minigun appears high above this room. Don't waste your Fat Mammas on this guy. Instead, hit him with your Rocket Launcher until there's nothing left but a red mist. Continue advancing along the catwalk toward the elevator, blasting Gearheads and Sentry Bots along the way.

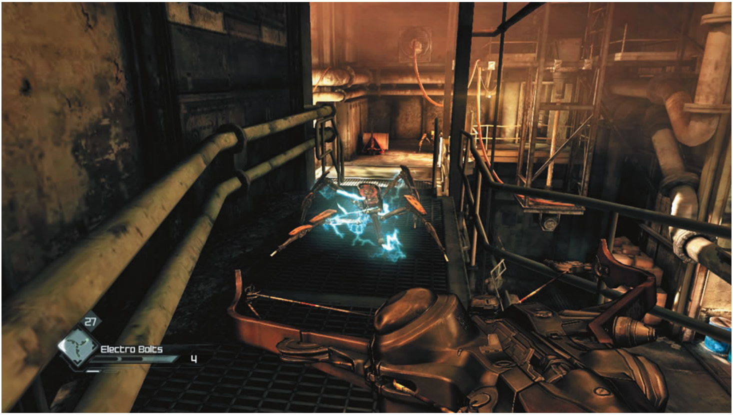


At the elevator, interact with the switch on the right. While waiting to the elevator to arrive, the Gearheads launch a counterattack from the surrounding catwalks. Instead of taking them all on, duck behind the metal plate below the railing and monitor the stairway by the elevator—if they want to kill you, they'll have to charge up these stairs. This allows you to stage an effective ambush, picking off one Gearhead at a time. The bandits are dangerous at this range however, so drop them quickly before they can retaliate. The Authority Machine Gun works best at this range, as does the Combat Shotgun. Once the elevator doors open, rush inside and throw the switch.

Once the elevator doors close, you're safe for the time being. The elevator comes to a stop on an upper floor, however. Through a small window in the door you can see the Gearhead leader, decked out in heavy red armor. He orders one of his men to cut the elevator cables. The Gearhead leader spends a few seconds taunting you before the elevator plunges down the shaft, causing you to temporarily black out.

SC 2
28
Authority AV2x Rounds
263

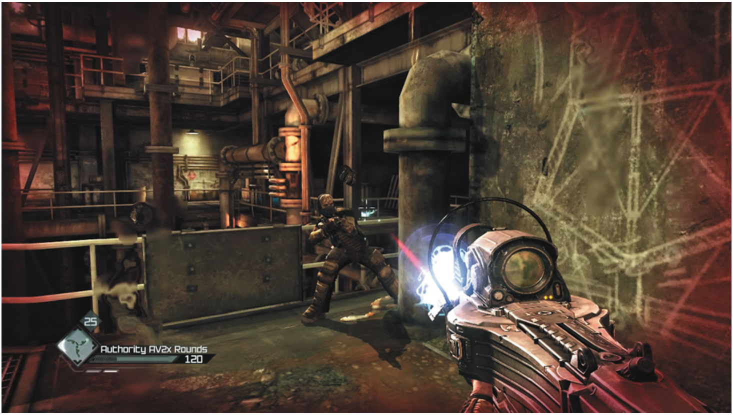
Crawl out of the damaged elevator and turn right. The Gearheads weren't expecting you to survive the fall, reflected in the casual way they patrol this area. If you have any Advanced Wingsticks, use them to surprise the patrolling Gearheads. While the Advanced Wingsticks may not kill the Gearheads outright, it will chip away some of their armor and helmets, making them easier to gun down with your standard weapons. Once your presence is known, prepare to face several reinforcements. Continue tormenting them with Advanced Wingsticks while returning fire. Among the reinforcements are a couple of Sentry Bots. Be ready to put them down with Electro Bolts or Pulse Shot.



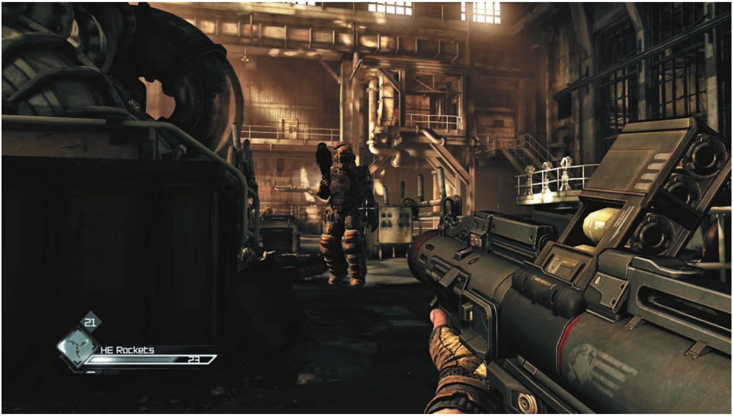
Climb a ladder followed by a set of steps to reach an office where you're attacked by a lone Gearhead. Mow him down with your Authority Machine Gun and proceed to the catwalk outside the office. Here you're attacked by two more Sentry Bots. Act quickly to finish them off with Electro Bolts or Pulse Shot. If you have EMP Grenades, toss one between the two Sentry Bots to take them both out.

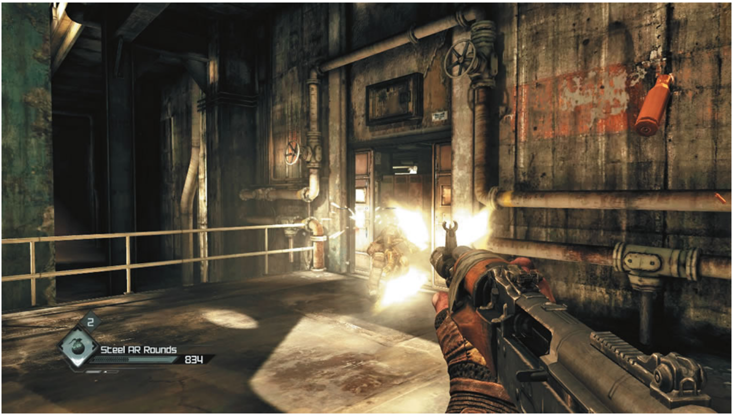
Here you're ambushed by a few Gearheads attempting to halt your advance. When they pop out of cover and open fire, immediately backpedal and seek cover. Also, watch out for incoming grenades. Peek out of cover and use your Settler Pistol to pick off one Gearhead at a time by driving a Fat Mamma through his skull. HE Grenades and Pop Rockets also work particularly well, especially if the bandits are gathered in a tight group. As you advance, watch for more enemies on the parallel catwalk and act quickly to neutralize them.

Follow the stairs down to this area where you encounter a Gearhead armed with a flamethrower. The path ahead is blocked by a flame barrier, so there's no escape. Wait until the Gearhead moves next to the gas tank on the right, then fire a Pop Rocket at him. The Pop Rocket causes the gas tank to explode, temporarily dazing the Gearhead and knocking off his helmet. This makes him vulnerable to the spinning blades moving along the ceiling, causing him to lose his head. With the flamethrower-toting bandit down, the flame barrier disappears and more bandits enter the room. Hold near the entrance and engage them with your weapon of choice. When the room is clear, locate the locked door on the left side and open it with a Lock Grinder. Inside you can find a variety of ammo, an RC Bomb Car, and some other junk. Now carefully cross the room while evading the two spinning blades suspended from the ceiling. Look for an opening, then weave between the two blades while running to the opposite side of the room.



Climb the stairs to this corridor that opens up on a large room ringed by a catwalk. Mow down the two nearby bandits, but watch for more Gearheads posted on the adjoining catwalk. One comes charging at you with a flaming baseball bat, too. There's a ladder near the room's entrance that leads up to a small platform overlooking the catwalks. This platform offers decent cover as well as a good perspective from which to snipe enemies with your Settler Pistol or Sniper Rifle. Or if you prefer, you can stay on the lower level and advance little by little, using the metal plates beneath the catwalk railing for cover. As you advance, most of the Gearheads will retreat. However, continue watching for more bandits with flaming baseball bats heading your way.

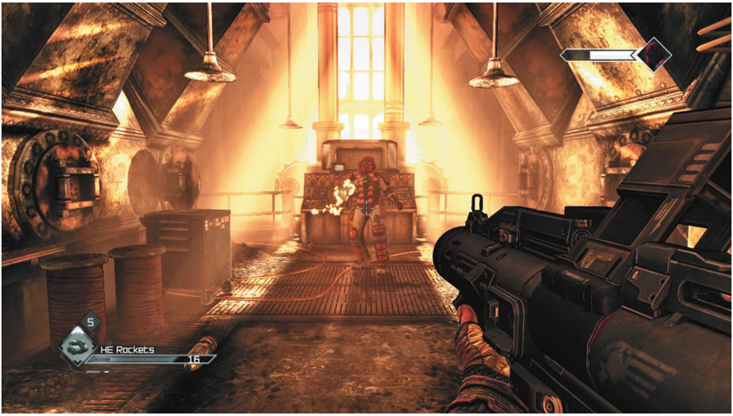




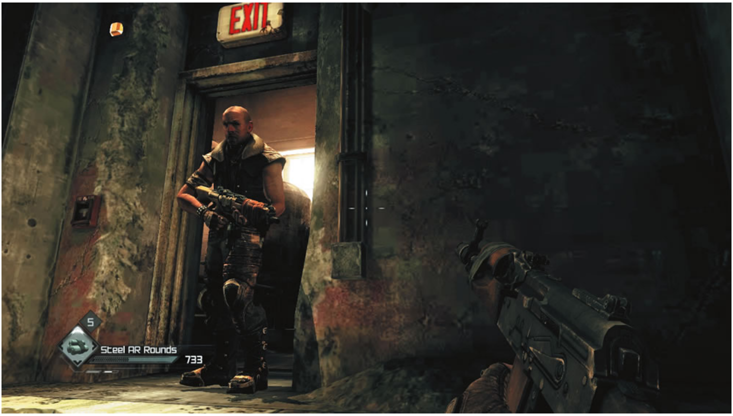
Pass through a server room and head upstairs to the large generator room—you're not far from the Power Control Board now. However, several Gearheads stand in your way. Hold near the doorway and engage them with your Authority Machine Gun and Settler Pistol. By now you may be getting low on armor-piercing ammo. If this is the case, use anything you have left to cut through the resistance here. Even Steel AR Rounds fired from your Assault Rifle can be effective, although it will take several hits to drop a Gearhead. Toss any Advanced Wingsticks you have left, too. Eventually you're approached by another Gearhead armed with a flamethrower—don't waste any time. Take this guy out with HE Rockets fired from your Rocket Launcher. Continue pushing forward while mowing down the reinforcements with any ammo you have left. At the end of the walkway, a couple of Gearheads guard the doorway leading to the Power Control Board. Toss an HE Grenade (or fire an HE Rocket) through the doorway, then mow down the survivors while they're dazed.

Power Control Board

New Objective: Redirect power to Subway Town

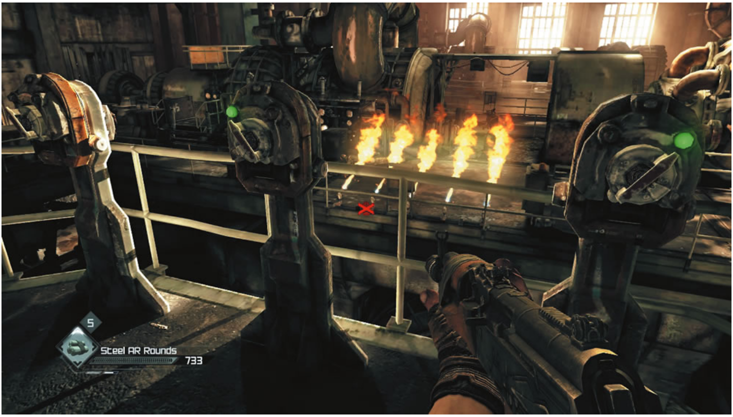


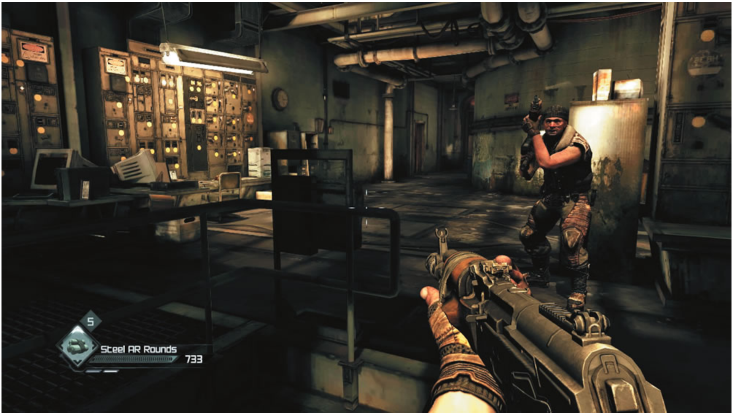
Climb the stairs leading up to the Power Control Board—as you advance, the doors behind you seal shut. Before reaching the top of the stairs, equip the Rocket Launcher and load a fresh clip. At the top of the stairs, the leader of the Gearheads is waiting for you, decked out in the same heavy red armor as before. His health meter appears in the top right corner of the screen. The Gearhead leader is equipped with a grenade launcher-type weapon, but don't let him shoot it in this narrow space with nowhere to hide. Instead, hammer him with HE Rockets until he's dead. Once the Gearhead leader is down for good, loot his body and interact with the switch on the Power Control Board to redirect the Power Plant's electricity to Subway Town. After throwing the switch, turn around to spot a Gearhead exiting a newly opened doorway, armed with a flaming baseball bat. Gun him down and then pass through the doorway.



In the adjoining passage you encounter another Gearhead. There isn't much cover here, so neutralize him as fast as possible, even if it means hitting him with an HE Rocket. Once he's dead, one of Redstone's men appears in the doorway on the right—don't shoot him. He asks you to help wipe out the remaining Gearheads in the generator room by interacting with a nearby control panel linked to a few booby traps. Sounds like fun!

New Objective: Help Redstone's men





Pass through the doorway where Redstone's man appeared and follow the adjoining path to a control panel with three switches labeled Electro, Fire, and Chopper. Redstone's men are on the left side of the room while the Gearheads advance from the right. When there are Gearheads on the right, throw the corresponding switch to activate a series of chopper blades capable of cutting your foes to pieces. Throw the middle switch when the Gearheads advance to the center of the room to activate five flame jets. If the Gearheads make it to the left side of the room, throw the left switch to unleash a powerful electrical current—just don't use this one when Redstone's men are in this area. Experiment with the different booby traps and try to trigger them when the Gearheads are in the kill zone of each. Each booby trap is active for only a few seconds, followed by a brief cool down period. Time the use of each booby trap carefully, taking into consideration the positions of the Gearheads. The Gearheads are focused on attacking Redstone's men, so you don't need to worry about taking cover unless you open fire. However, you can complete this stage by simply activating the booby traps at the proper times.

After killing all the Gearheads, a door opens up behind the control panel, leading back to the Power Plant's entrance. One of Redstone's men tells you to head back to Subway Town to inform the Mayor of the news. Before you go, enter the stairwell on the left to reach an office above the control room. You can find the Gearhead Boss card in the file cabinet at the top of the stairs. Interact with the nearby door to return to the Wasteland and your Monarch.

Power Struggle

The Power Struggle achievement/trophy is unlocked after completing the objectives at the Power Plant.

New Objective: Inform Redstone of your success

Hop in your Monarch and prepare to engage more bandit vehicles as you drive away from the Power Plant. Deploy your Shields as soon as you detect the launch of incoming rockets. Answer back with a volley of Homing Rockets of your own, methodically blasting each incoming enemy vehicle. Once the area is clear, follow the marked path back to Subway Town. Before leaving the garage, pay Saul to repair any damage to your ride. Also, don't forget to check in with Brick at the Fez Bar to receive payment for the bandit vehicles you've destroyed.

Subway Town

Back in Subway Town, two Authority enforcers stand guard in front of Mayor Redstone's office—it looks like this isn't the best time for a visit. Instead, head back to the Resistance base and speak with Elizabeth in her lab. She tells you about the Authority's involvement in mutant experimentation. She's determined to get the word out so everyone knows about the Authority's crimes. Next, speak with Captain Marshall—this finally completes the Gaining Influence job. Marshall acknowledges the presence of the Authority upstairs, but says you're safe for now since they don't know what you look like. You still need to act quickly before they get wise. Marshall tells you to see Lassard—he's been working on decrypting your ID Drive. Before talking to Lassard, head back upstairs. There are a couple of side jobs you can complete now.

Abandoned Distillery

Dietrich

Objective: Distill two bottles of Blueshine

I've encountered some challenges at my distillery.

Every time I turn on my machines, Muties hear the noise and come running. The job is easy: find my empty bottles and use my machine to fill them with Blueshine. The hard part is surviving long enough to collect the bottles. You'll find a cave just off the bridge out of Subway Town. The cave leads to the back entrance of the Abandoned Distillery.

Bring back two bottles of Blueshine and I'll give you something very valuable.

Provided Equipment: None

Reward

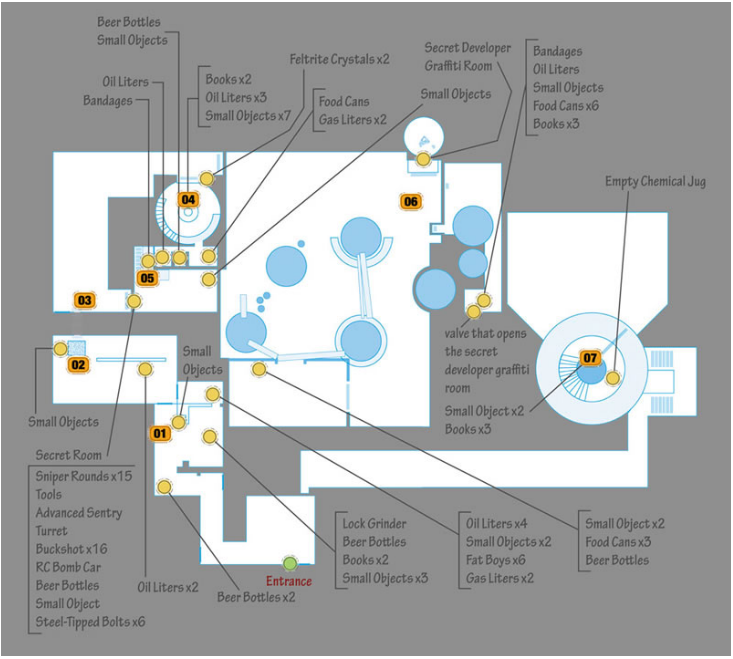
ICON	ITEM	QUANTITY
	Regenerative Infusion Recipe	1
	Vial of Blueshine	1
	Comet Bloom	2
	Bandages	1

You can find Dietrich in a small room on the upper floor of Subway Town, not far from the CCRA Management office where you entered the Gearhead Vault. Step inside and listen to his problem. Mutants are making it difficult to run his distillery, so he needs you to distill a couple of bottles of Blueshine for him. Accept his job and then visit Jani to prepare for the mutant extermination job. Make sure you have at least 60 rounds of Buckshot, a few Advanced Wingsticks, and the parts to build at least one Advanced Sentry Turret and one Advanced Sentry Bot. When you're all ready, return to Saul's garage and pick a vehicle of your choice for the short drive to the cave.

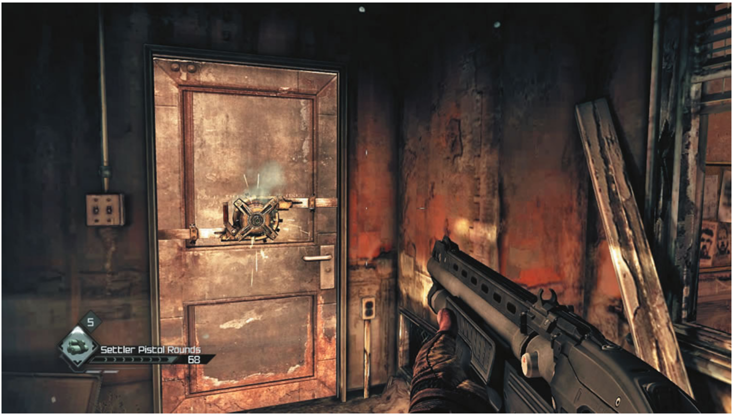
New Objective: Reach the Abandoned Distillery

Like Dietrich said, the entrance to the cave is located near the Subway Town bridge. If you're having trouble spotting the entrance, reference the minimap. Park your ride outside the cave and advance to the Abandoned Distillery's back entrance on foot. While passing through the cave, look for the Portman collector card on the right side of the path. There's also a rare Desert Spore on the left side of the path as you near the distillery's door. Interact with the door at the end of the path to enter Dietrich's distillery.

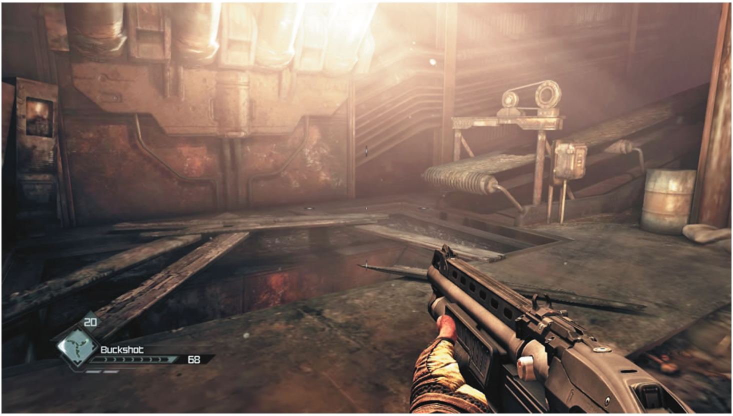
The Abandoned Distillery



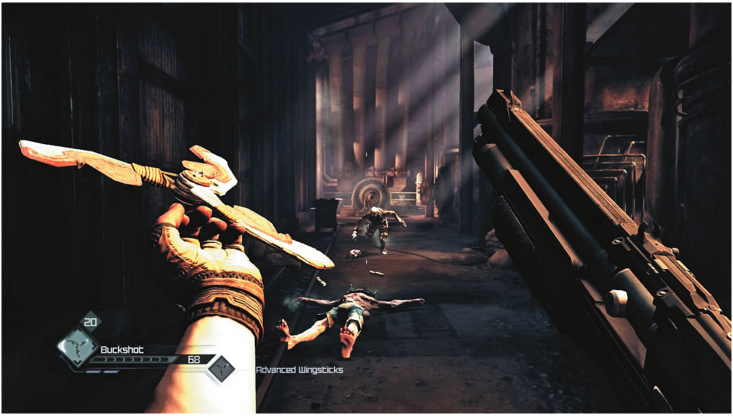
New Objective: Find the Distillery Room



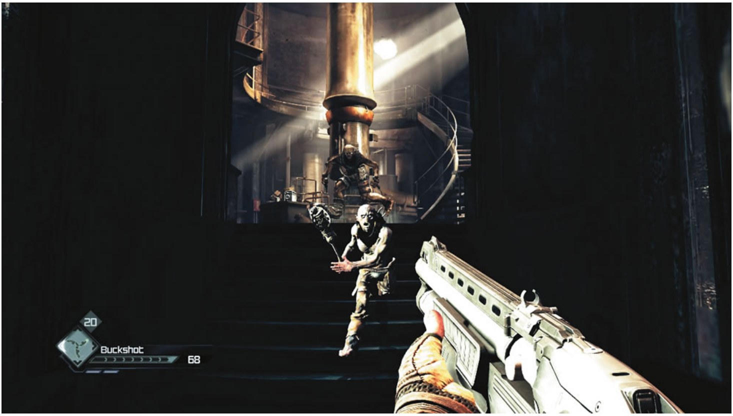
There are no mutants around when you first enter the distillery, so take your time scouring the first few rooms for junk. You eventually come to a locked door. Instead of making a Lock Grinder of your own, search the office to the right—a Lock Grinder is sitting in the open desk drawer. Grab the Lock Grinder and use it to breach the locked door. After passing through the door, turn to the right to enter a small closet containing a wide range of junk as well as some Fatboys.



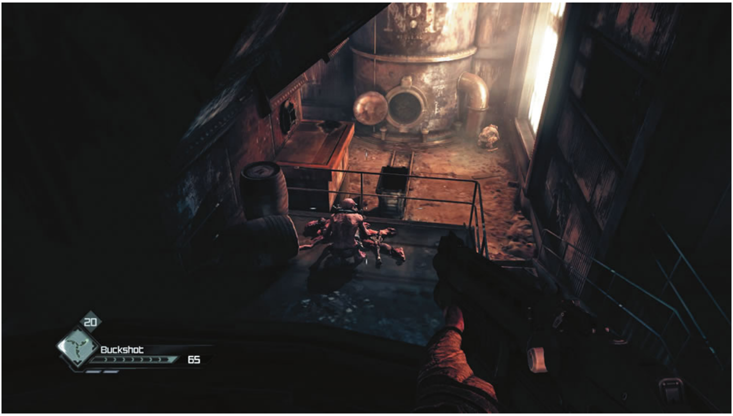
Follow the path running parallel to a conveyor belt in this room. At the end of the conveyor belt is a pit, covered by several wooden planks. Suddenly, a mutant drops through the ceiling and crashes through the boards, disappearing into the pit below. Don't bother chasing after the mutant immediately. Instead, search the area for items to loot, then drop down into the pit. You can exit the pit by crawling through a rusty pipe. You must crouch to fit through the pipe.



As you emerge from the pipe, take note of the lone mutant at the far end of this corridor. Remain crouched and creep up behind the mutant while equipping an Advanced Wingstick. When you're within an acceptable range, toss the Advanced Wingstick at the mutant to lop off his head. It isn't long before reinforcements come charging down the corridor. Backpedal if necessary to keep your distance while tossing Advanced Wingsticks at the charging mutants. The Advanced Wingstick can attack multiple targets with one toss, making it very effective when dealing with large crowds. If the mutants get too close for comfort, open up with the Combat Shotgun. Once the mutants are all dead, use an Electrobolt or Pulse Shot on the yellow fuse box to open a secret door; collect the loot inside, then proceed to the end of the corridor and turn right. You can find a fully assembled RC Bomb Car on a low platform here.



As your turn to enter this large room, two mutants come charging at you. Wait for them to get within a few feet, then open fire with the Combat Shotgun. Before climbing the spiral staircase up to the top floor, loot the ground floor. There's plenty of Small Objects, Beer Bottles, and Oil Liters here you can sell to Jani for a small profit. Break a crate for some Feltrite. When you're finished picking through the junk, head upstairs to enter an old control room.

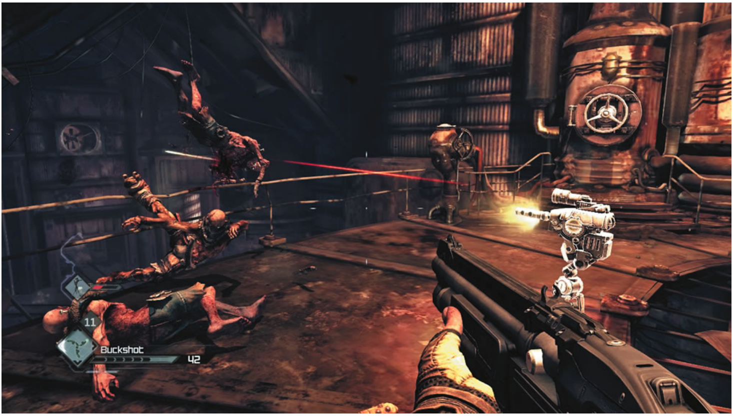


In the control room, quietly creep up onto the control panel overlooking the next room. A plank propped up against the control panel allows you to climb up without jumping. Just below you can see two mutants with their backs turned to you. Use Advanced Wingsticks or Steel-Tipped Bolts fired from your Striker Crossbow to silently take these guys out. If they hear you, they'll both charge toward you, climbing through the control room window. If this occurs, step back into the control room and blast them with your Combat Shotgun before they can strike you with their melee weapons. When both mutants are dead, drop down from the control room window to enter the next area.

In this large room you're swarmed by several mutants descending from the massive silo-like stills in the center. Maneuver to an open area where you can easily deploy your Advanced Wingsticks against the climbing mutants. Be ready to blast them with your Combat Shotgun as they reach the ground and begin rushing toward you. Eliminate all the mutants, then search the surrounding area for more junk. Next, climb the ladder attached to the central still until you reach the top. Here you're attacked by more mutants, including one lobbing fireballs at you from atop a neighboring still. The Advanced Wingsticks work much better up here, allowing you to take out multiple mutants with each toss. Using the planks and pipes as walkways, advance from one still to the next, but watch your step—a fall from these heights is fatal. While crossing these makeshift bridges between the stills, watch out for more mutants charging toward you. Do your best to take them out with Advanced Wingsticks before they can advance within melee range. Drop down from the last pipe to reach a catwalk high above the room. Blast more mutants here and proceed through the doorway at the far end of the catwalk. Drop through the hatch in the floor and crawl through the low opening to access the Distillery Room.

New Objectives:

- Grab the Empty Chemical Jugs
- Use the Distiller to fill the Jugs with Blueshine



In the Distillery Room, there are two staircases leading up to the still—both take you to the same platform. Making Blueshine requires three easy steps. Start by grabbing the two Empty Chemical Jugs on nearby table. Next, interact with the open hatch in the Distiller to insert the first jug. Finally, interact with the valve to the left of the Distiller to begin making the first batch of Blueshine. As the old equipment rumbles to life, the cries of distant mutants can be heard. If you haven't already, build an Advanced Sentry Turret and deploy it near the desk by the Distiller, facing the platform's railing. The Advanced Sentry Turret has no problem tracking and killing all the incoming mutants. However, stand guard and pick off any mutants that get too close to your devastating toy.

During the attack, keep an eye on the Distiller. When the hatch opens, grab the filled jug and place the other empty jug inside the Distiller. Restart the Distiller by interacting with the valve and prepare for another round of mutants. By now, your Advanced Sentry Turret has probably run out of power and has collapsed. Salvage any parts from the turret and build an Advanced Sentry Bot (or two) to help you fend off the next wave of attackers. In addition to being armed with a turret of their own, the Advanced Sentry Bot can perform lethal melee attacks. However, the Advanced Sentry Bot is mobile and autonomous and may hop over the railing to fight mutants on its own, leaving you to guard the Distiller all by yourself. Even then, the Advanced Sentry Bot draws plenty of attention, making it much easier for you to deal with the mutants who break through. Watch the Distiller and grab the second Jug of Blueshine as soon as the hatch opens. At this point a door behind the Distiller opens and more mutants pour through. If your Advanced Sentry Bot is nearby, you'll have no problem plowing through these attackers. Before leaving the Distillery Room, interact with your Advanced Sentry Bot to retrieve any reusable parts. The newly opened passage behind the Distillery Room leads to the exit. It's time to get this Blueshine to Dietrich!

Passive Aggressive

If you haven't already, the fight in the Distillery Room is the perfect opportunity to unlock the Passive Aggressive achievement/trophy. Deploy a Sentry Bot or an Advanced Sentry Bot and let it kill three enemies on its own to earn this achievement/trophy.

Dev Graffiti

You must find the secret room in the Distillery to earn the Dev Graffiti achievement/trophy. When you reach the room that contains several tall stills, search for a ladder leading down to a recessed area of the floor. Climb down to this low area and follow the path around the base of the stills. At the end of the path is a mattress; interact with the valve just above the mattress—this opens the door to the developer graffiti room. Return to the ladder and climb up to the main floor. At the top of the ladder, turn right to locate a small opening in the wall. Crouch and crawl through the low entrance to the developer graffiti room. In the center of the room is a sculpture of junk resembling the id Software logo. The walls of the room are scrawled with the signatures of the RAGE development team.

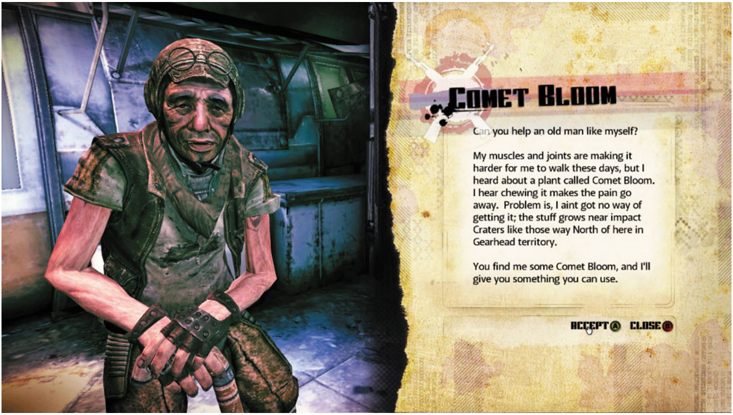
Subway Town

New Objective: Take the Blueshine to Dietrich

Return to your vehicle and make the short drive back to Subway Town. Dietrich is ecstatic to have his Blueshine, with plans to make a fortune from selling it. As promised, he makes sure you're well rewarded for your work, handing over the Regenerative Infusion Recipe as well as the ingredients to make it, including a Bandage, two Comet Blooms, and a Vial of Blueshine. Regenerative Infusion is a consumable that increases your health regeneration for 90 seconds. This will come in handy for your upcoming fight against the Authority. Before making any Regenerative Infusion, consider taking one of the key ingredients to Norbu, and old man hanging out by the Fez Bar. He's been looking for some Comet Bloom. . .

Comet Bloom

Norbu



Can you help an old man like myself?

My muscles and joints are making it harder for me to walk these days, but I heard about a plant called Comet Bloom. I hear chewing it makes the pain go away. Problem is, I aint got no way of getting it; the stuff grows near impact Craters like those way North of here in Gearhead territory.

You find me some Comet Bloom, and I'll give you something you can use.

Objective: Gather Comet Bloom

Can you help an old man like myself?

My muscles and joints are making it harder for me to walk these days, but I heard about a plant called Comet Bloom. I hear chewing it makes the pain go away. Problem is, I ain’t got no way of getting it; the stuff grows near impact craters like those way north of here in Gearhead territory.

You find me some Comet Bloom, and I’ll give you something you can use.

Provided Equipment: None

Reward

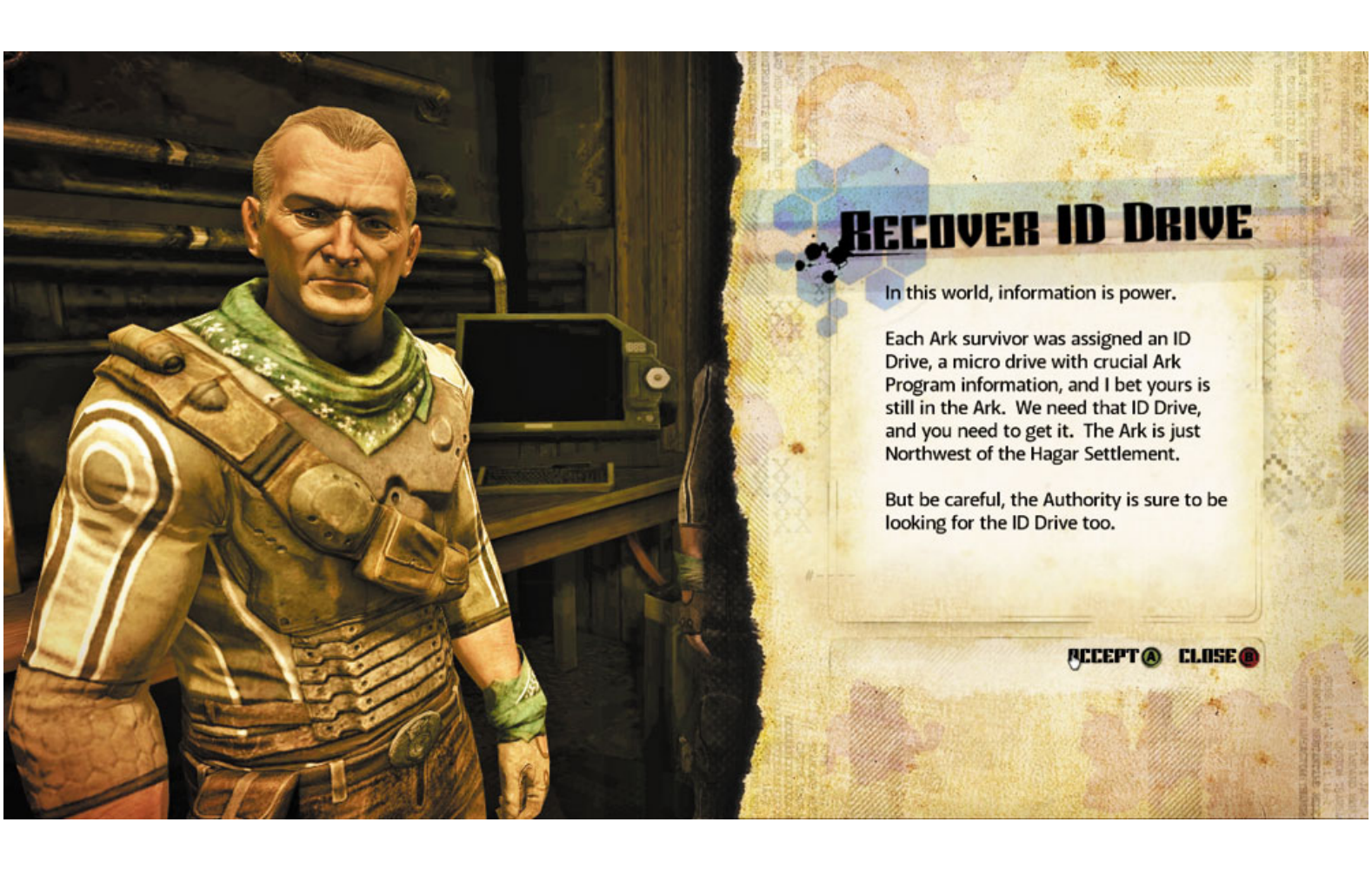
ICON	ITEM	QUANTITY
	Dollars	350

Now that you have some Comet Bloom, speak with Norbu by the Fez Bar. This old man is suffering from muscle and joint pain and has heard that Comet Bloom may ease his ailments. If at least one Comet Bloom is still in your possession, the job is completed as soon as you accept it. Norbu thanks you and hands you $350. If you want more Comet Bloom to make Regenerative Infusion, you can find it by the Authority Blockade out in the Eastern Wasteland. It grows and regenerates in three distinct spots at this location. Now you can head back to the Resistance Base and see what mission Lassard has planned for you.

Eastern Wasteland

Ark Equipment

Lassard



RECOVER ID DRIVE

In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Recover the Decrypter

Captain heard that an Ark emerged in the Jackal Canyon!

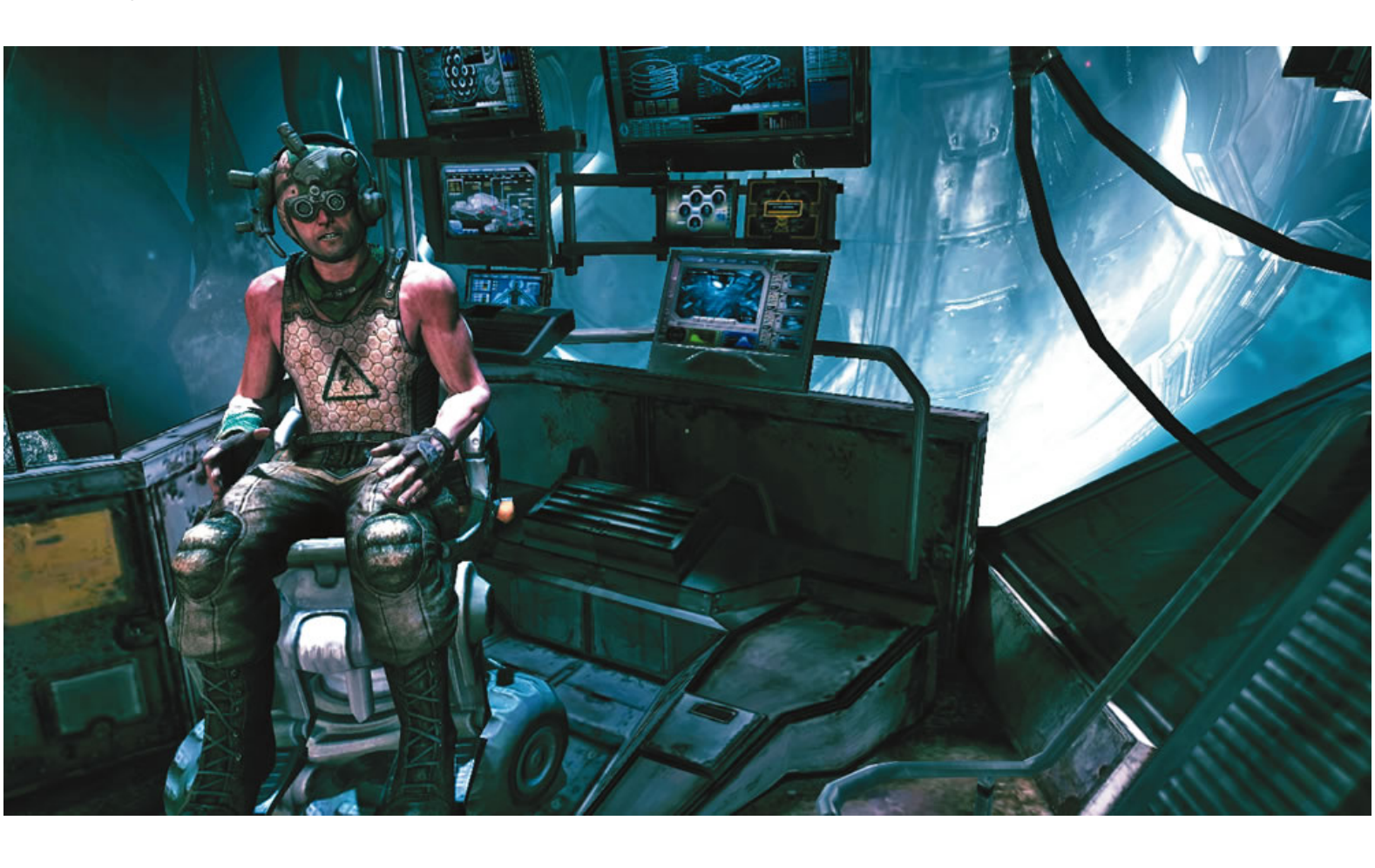
If any Ark survivors met the Jackals then they were dead in minutes, but their Ark's Decrypter should still be intact. It's dangerous, but we need you to go north into the Jackal Canyon, find that Ark, and recover the Decrypter.

Bring me that Decrypter and I'll be able to read the lost sectors on your ID Drive.

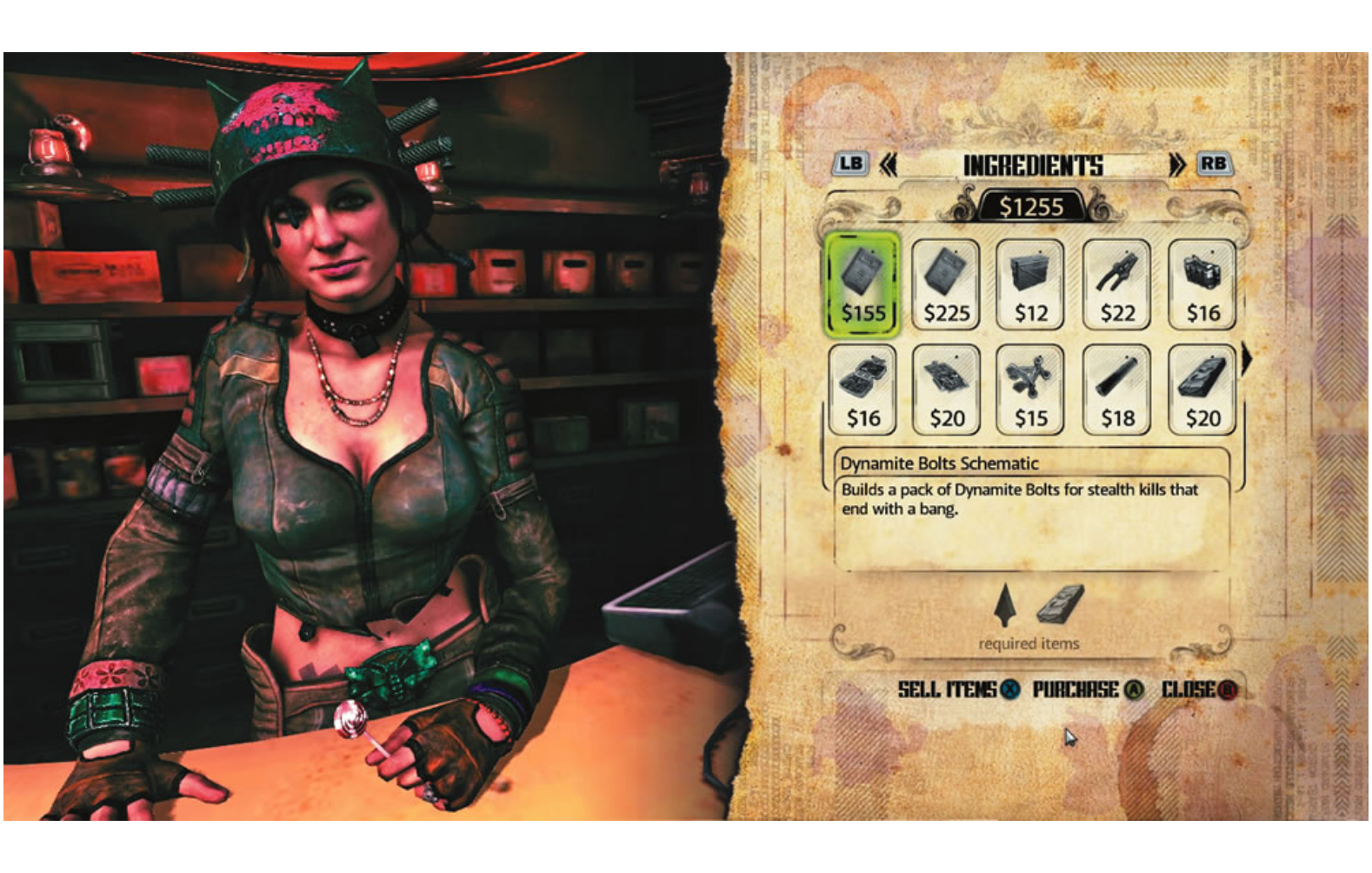
Provided Equipment: None

Reward: None

New Objective: Locate the Jackal Canyon



Lassard has hit a snag while attempting to decrypt your ID Drive. There are some sectors he can't access with the single Decrypter he has. However, he knows where a second Decrypter is. Captain Marshall has heard rumors that another Ark has emerged in the Jackal Canyon. Chances are any survivors have been killed by the Jackal Clan. However, the Ark may still be intact, including its Decrypter. Lassard needs you to head into the Jackal Canyon and retrieve that Decrypter. It won't be an easy job, but it's the only way to access those restricted sectors on your ID Drive.



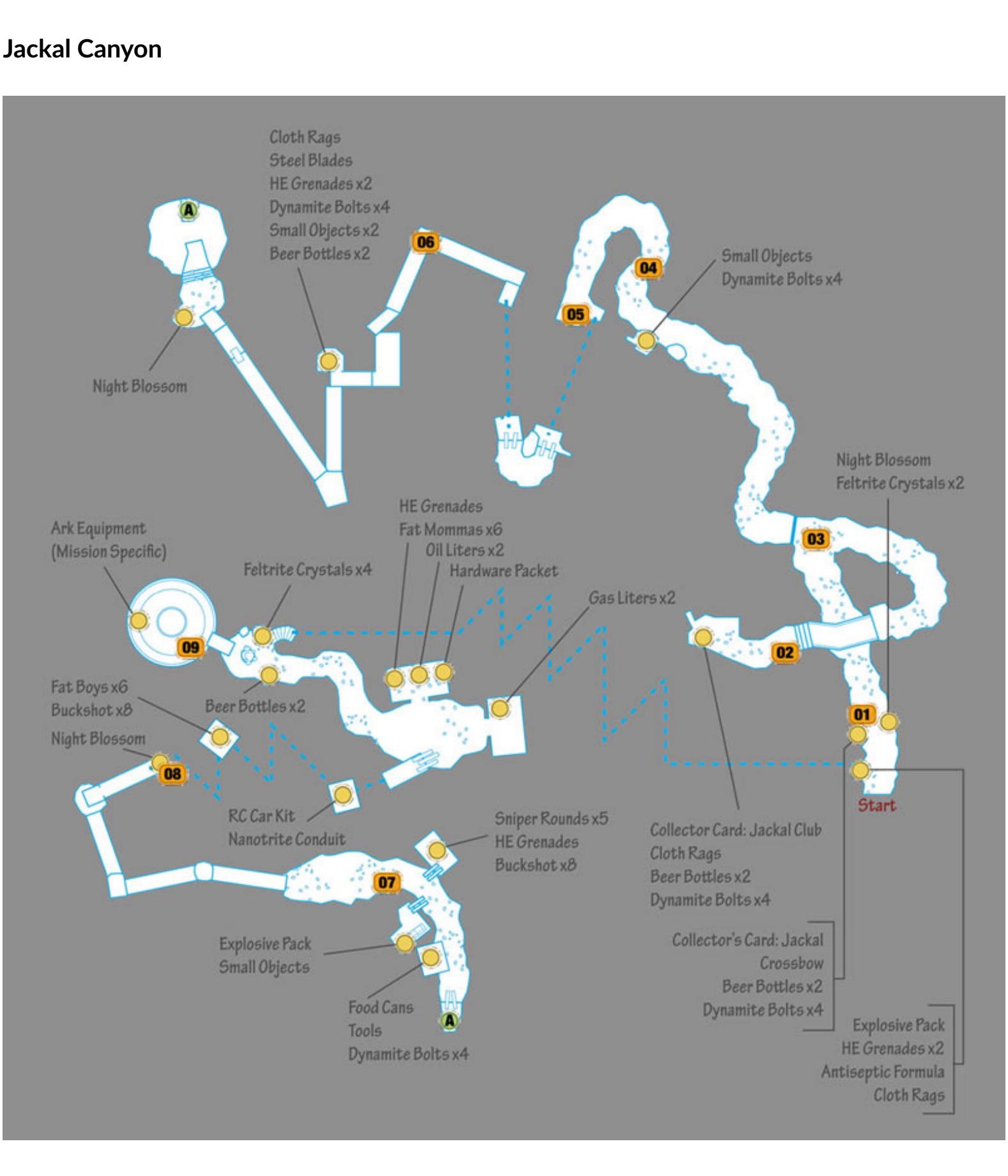
Dynamite Bolts Schematic

Builds a pack of Dynamite Bolts for stealth kills that end with a bang.

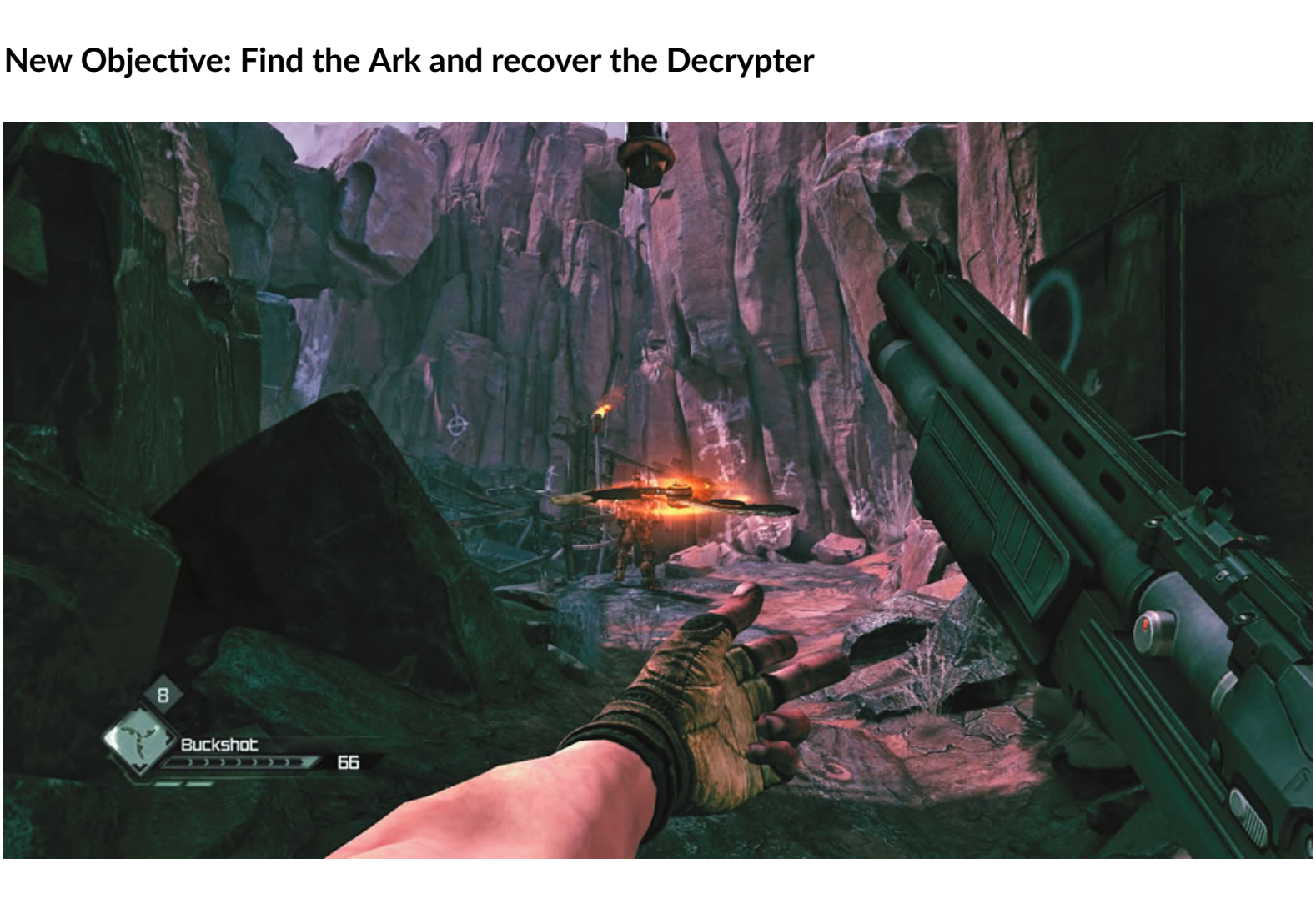
Waltzing into Jackal Canyon isn't something that should be taken lightly. Before leaving Subway Town, pay a visit to Jani and stock up on ammo and supplies. If you haven't already, now's the perfect time to buy the Dynamite Bolts Schematic. This allows you to construct explosive ammo for your Striker Crossbow. Make sure you have enough Steel-Tipped Bolts and Explosive Packs to make at least 24 Dynamite Bolts. Also, load up on ammo for your Sniper Rifle, Combat Shotgun, and Authority Machine Gun. Finally, buy Bandages or the ingredients to make your own. Before leaving town, visit Sparky's Auto Parts downstairs to buy ammo and Shields for your Monarch.

The entrance to Jackal Canyon isn't far from Subway Town, so don't expect much resistance in the form of bandit vehicles along the way. Still, if you encounter any bandits on the road, take the time to wipe them out. As you near the footbridge leading across a deep chasm, make sure no enemy vehicles are around before exiting your Monarch. Step onto the footbridge and follow it to the large metal door leading into the canyon.

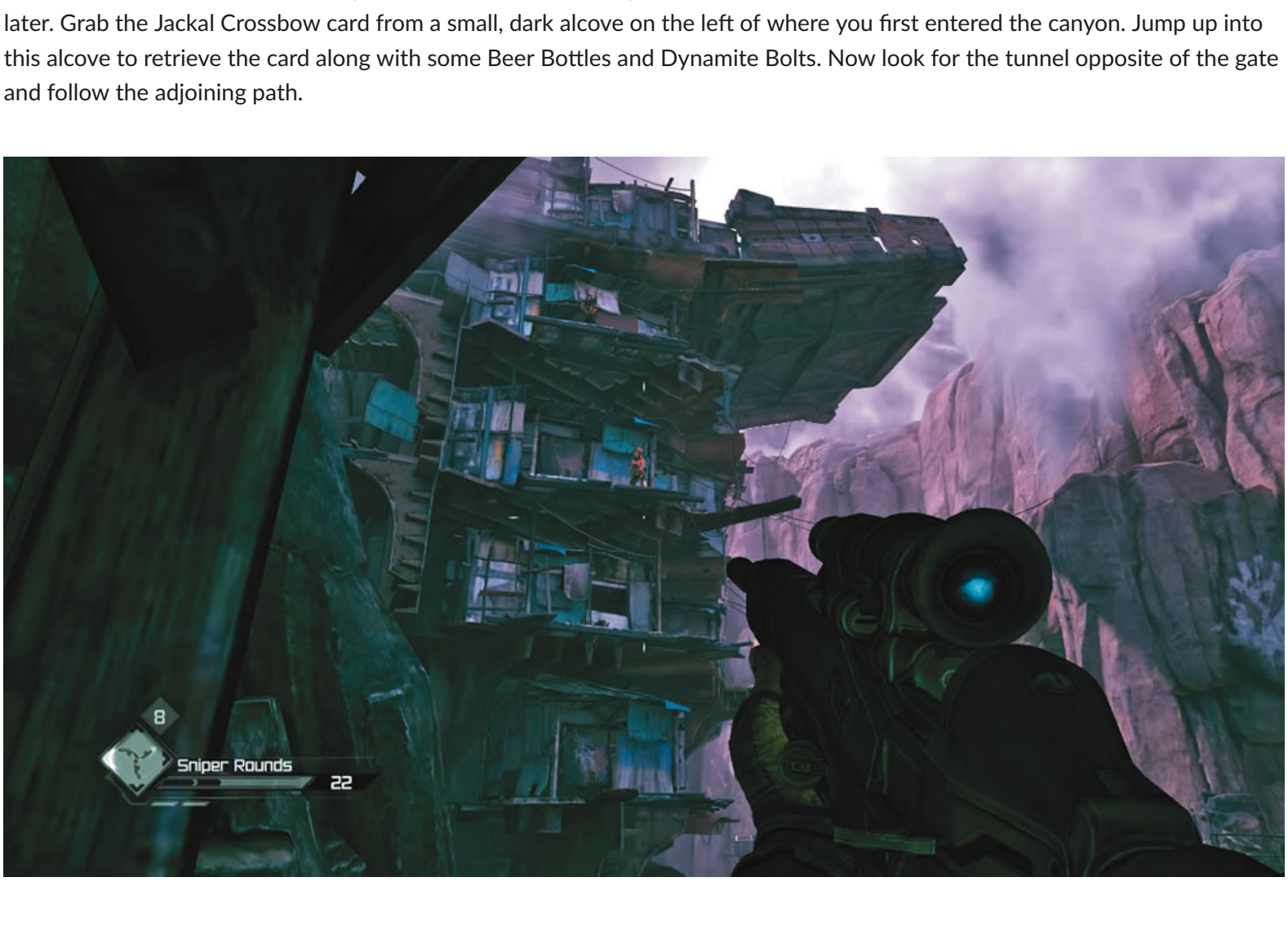
Jackal Canyon



New Objective: Find the Ark and recover the Decrypter



Soon after entering the canyon, you encounter the first Jackal bandit patrolling near a gate. While his back is turned, hit him with an Advanced Wingstick for a silent kill. The closed gate prevents you from advancing deeper into the canyon, so you need to find a way to open it. For now, ignore the Jackals on the large multi-tiered tower-like structure—you can deal with them later. Grab the Jackal Crossbow card from a small, dark alcove on the left of where you first entered the canyon. Jump up into this alcove to retrieve the card along with some Beer Bottles and Dynamite Bolts. Now look for the tunnel opposite of the gate and follow the adjoining path.

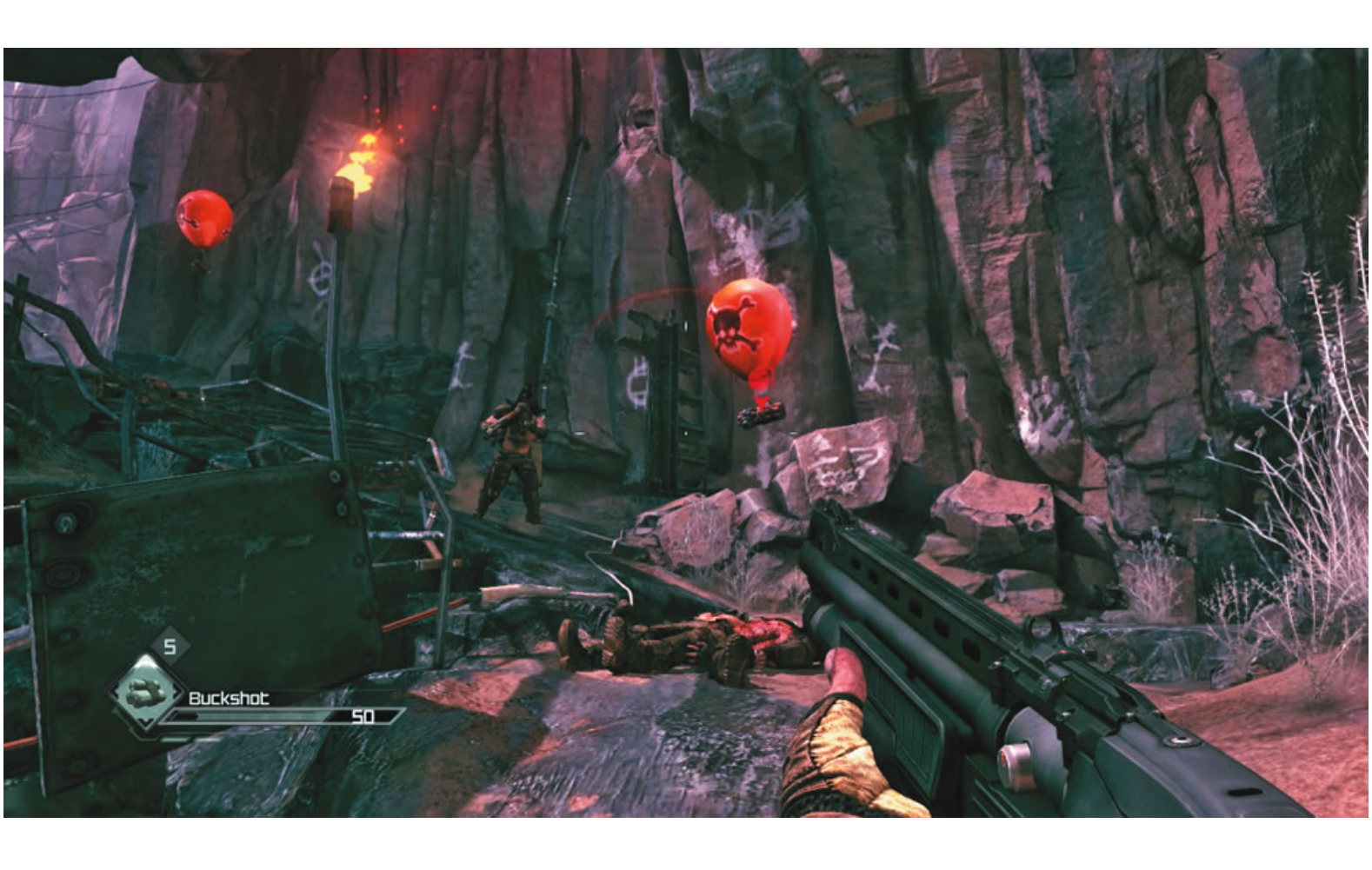


As you exit the tunnel and step onto a makeshift footbridge, a pair of Jackals appear in front of you chanting high-pitched war cries before charging. These guys are fast and agile, not unlike the Ghost Clan bandits. They'll jump, roll, and sidestep in an attempt to avoid your ranged attacks. Wait until they're a couple of meters in front of you and then you can blast them with your Combat Shotgun. One hit may not be enough to drop these guys, so be prepared to hit each Jackal with at least a couple of rounds of Buckshot. Alternatively, if you want to try out your new Dynamite Bolts, fire one into a Jackal and watch as they panic before the bolt explodes.

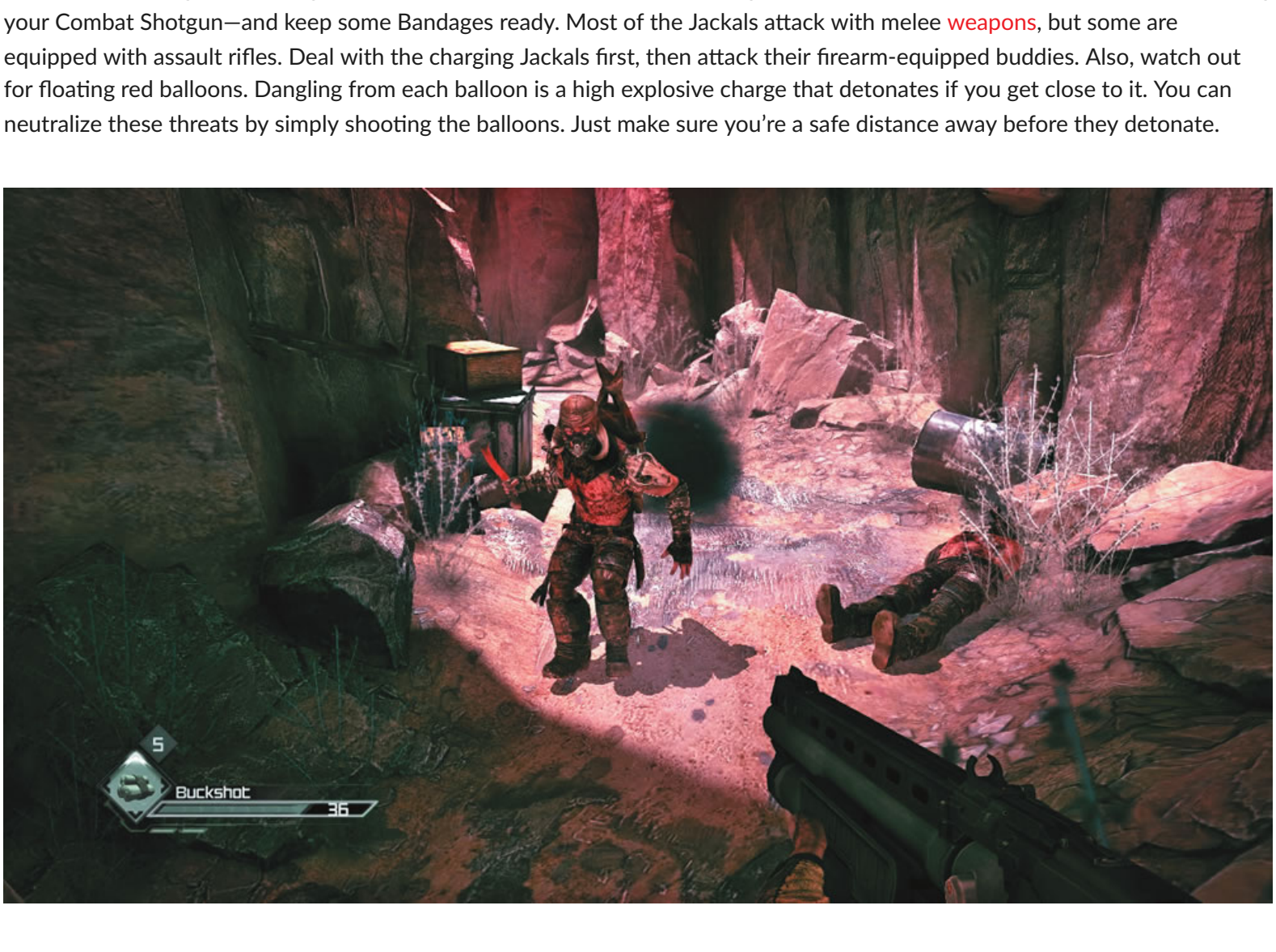
At the end of the footbridge is a small shack. Rush inside the shack to prevent getting hit by the incoming flaming arrows fired by the Jackals positioned on the central tower. As long as you have the shack's metal roof overhead, the arrows harmlessly bounce away. Interact with the lever next to the shack's entrance to open the gate blocking the canyon's entrance. Once the gate is open, hold in the shack and take a few moments to snipe the arrow-firing Jackals on the tower and surrounding cliffs. Both the Sniper Rifle and the Striker Crossbow's Dynamite Bolts work well for this task. Even the Settler Pistol loaded with Fat Mammas is effective for these long-range engagements. Stay inside the shack while picking off the Jackal shooters one by one. Don't leave until all flaming arrow attacks have ceased. Before leaving the shack, be sure to grab the Jackal Club collector card sitting on a crate next to some Cloth Rags, Beer Bottles, and Dynamite Bolts. Retrace your steps back to the gate and continue along the cliffside path.

Tip

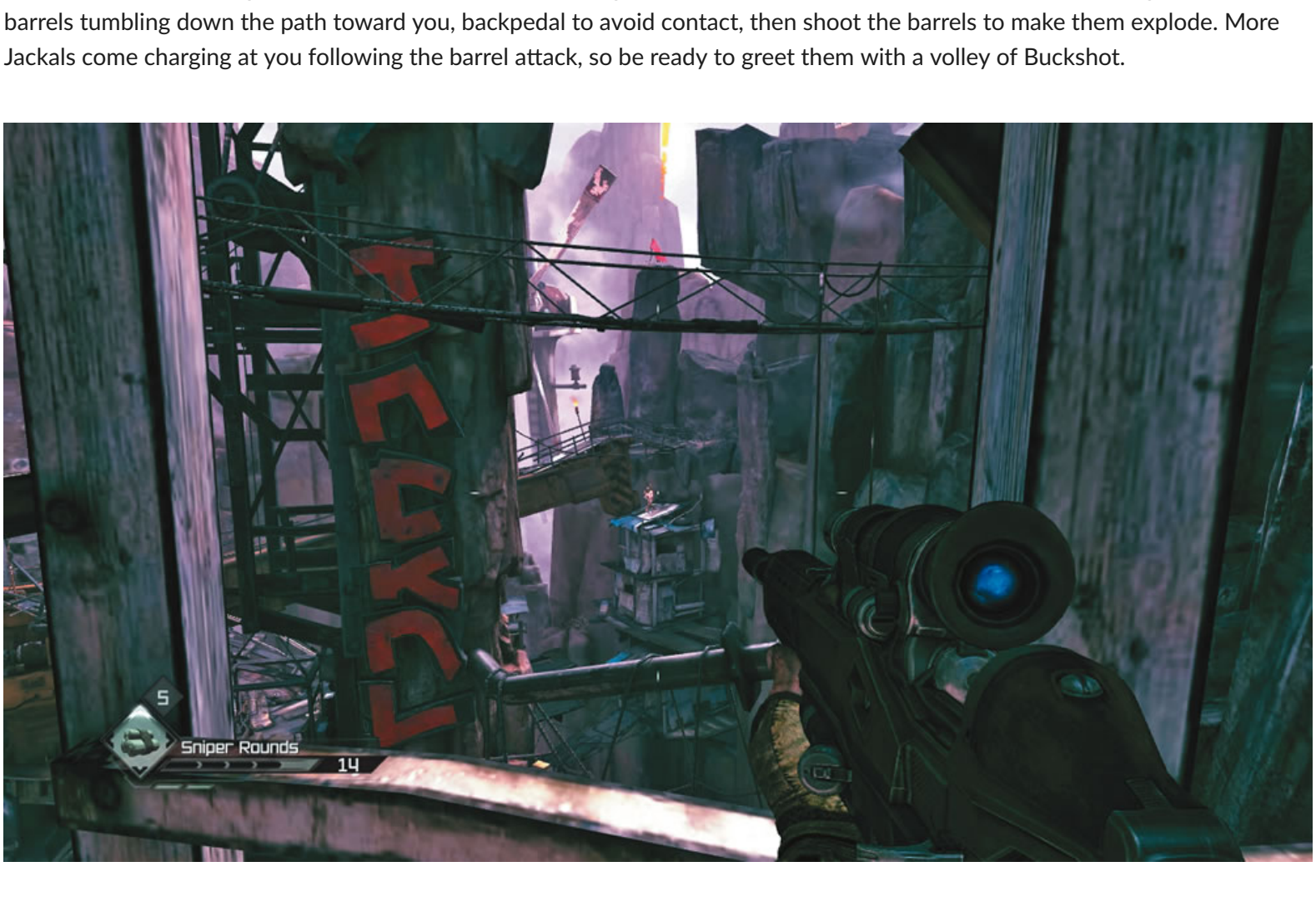
Don't forget to loot the bodies of the dead Jackals. These guys carry a substantial amount of cash and ammo. Unfortunately, if you detonate the Jackals using Dynamite Bolts or other explosive attacks, there will be no body to loot.



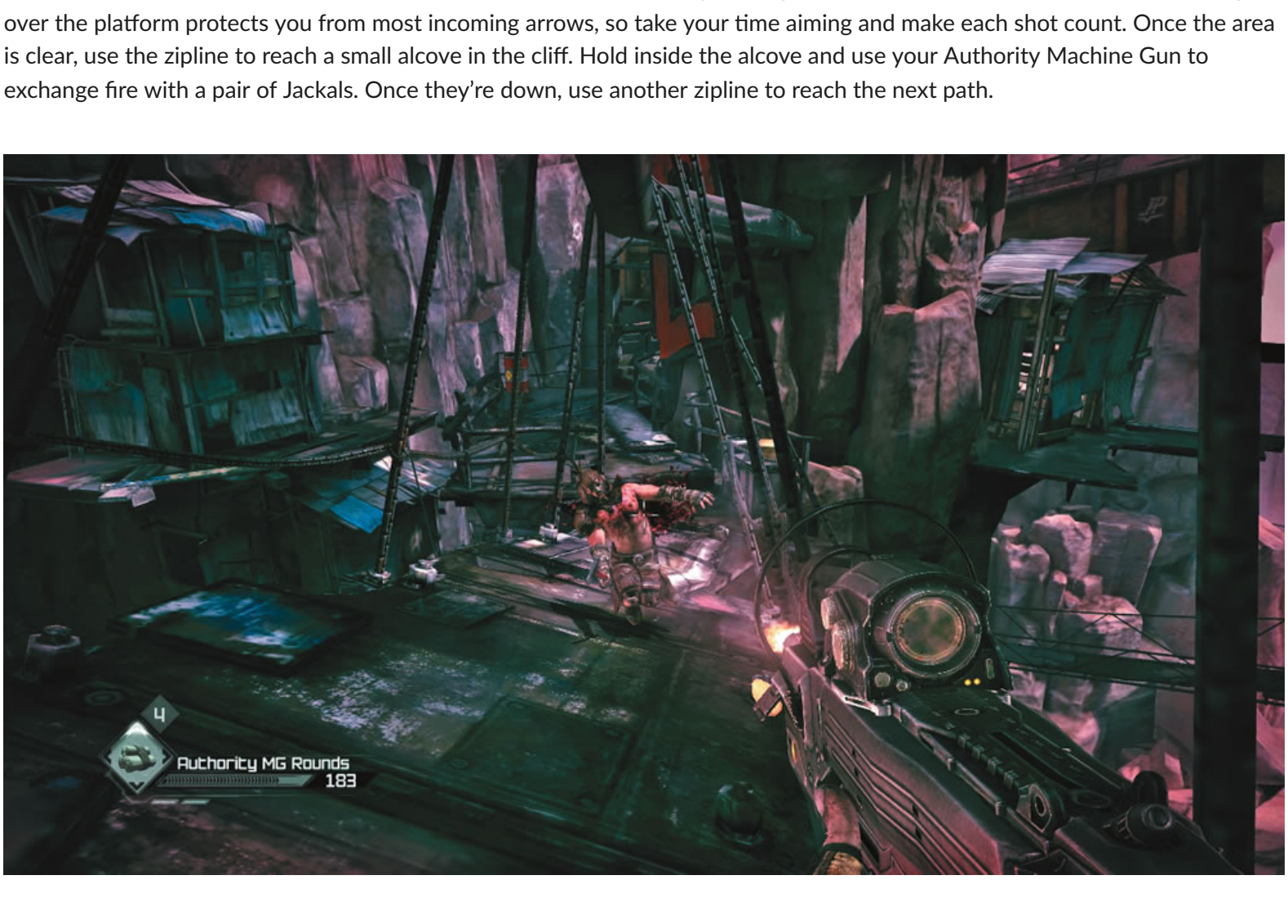
As you pass through the open gate, you're attacked by more Jackals rushing down the path. Backpedal as necessary while firing your Combat Shotgun—and keep some Bandages ready. Most of the Jackals attack with melee weapons, but some are equipped with assault rifles. Deal with the charging Jackals first, then attack their firearm-equipped buddies. Also, watch out for floating red balloons. Dangling from each balloon is a high explosive charge that detonates if you get close to it. You can neutralize these threats by simply shooting the balloons. Just make sure you're a safe distance away before they detonate.



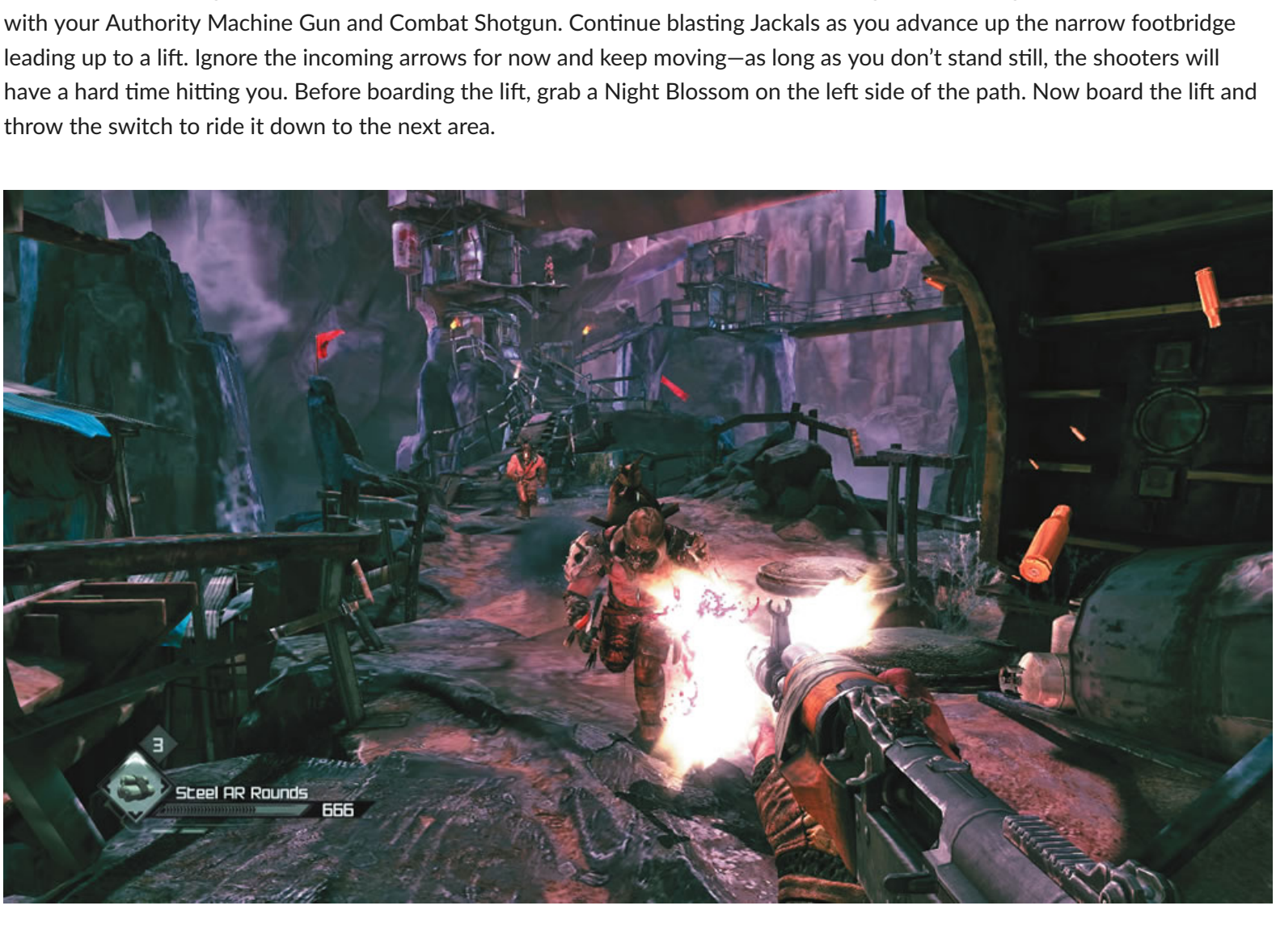
As you pass through the next tunnel, a Jackal swings in from the left, arriving from the central tower via a zipline. Blast him with your Combat Shotgun, then cautiously continue through the cave. When you spot a pair of explosive orange and white barrels tumbling down the path toward you, backpedal to avoid contact, then shoot the barrels to make them explode. More Jackals come charging at you following the barrel attack, so be ready to greet them with a volley of Buckshot.



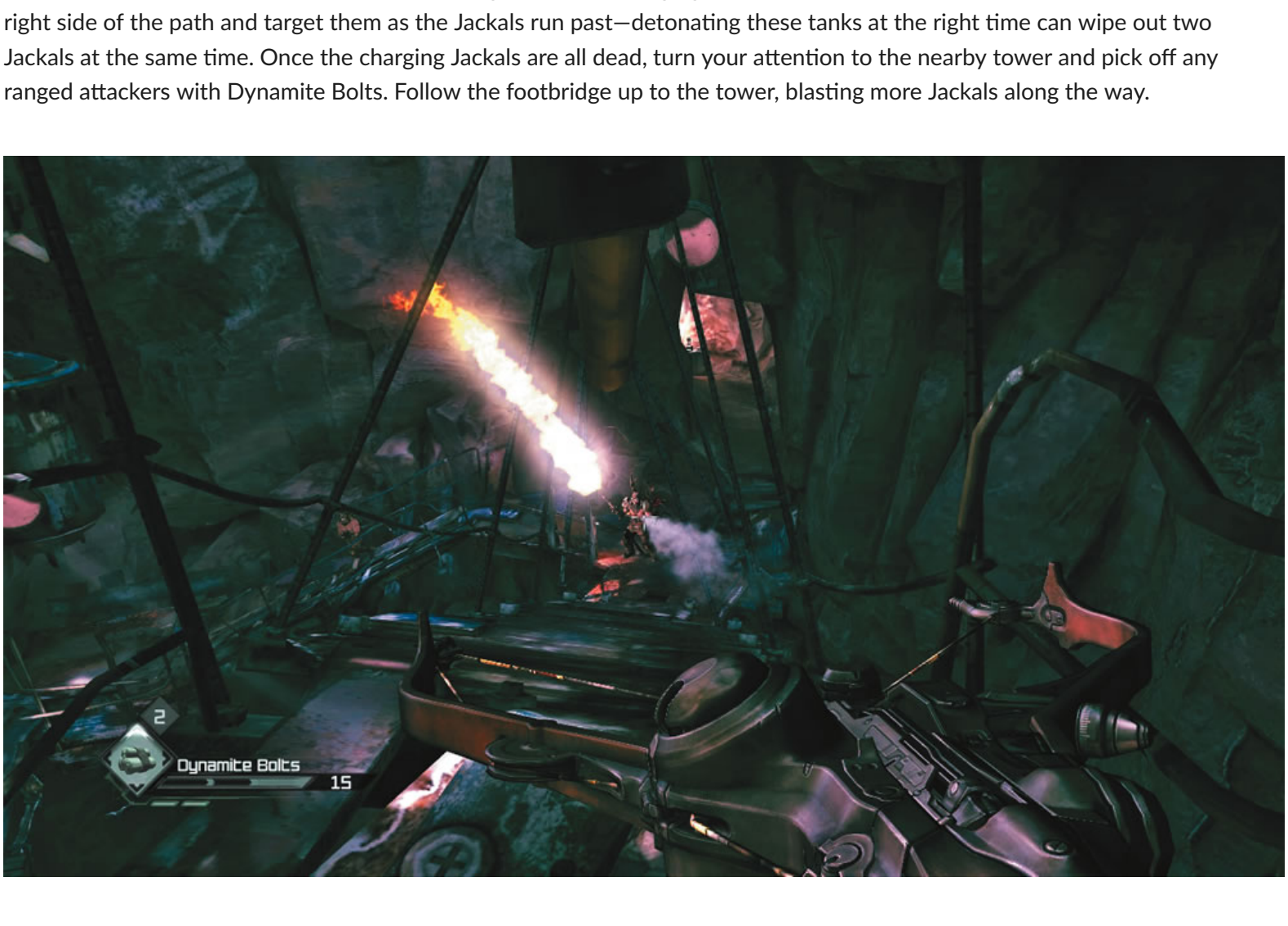
When you reach this platform, you must use a zipline to cross to the cliff on the left. Before interacting with the zipline, equip your Sniper Rifle and pick off the Jackals in the distance who are firing flaming arrows at you. Fortunately, the metal awning over the platform protects you from most incoming arrows, so take your time aiming and make each shot count. Once the area is clear, use the zipline to reach a small alcove in the cliff. Hold inside the alcove and use your Authority Machine Gun to exchange fire with a pair of Jackals. Once they're down, use another zipline to reach the next path.



As the path turns toward this large platform, watch out for a Jackal on a rooftop to the right firing Dynamite Bolts at you. Answer back with a Dynamite Bolt of your own. Now turn toward the platform and deal with more Jackals charging at you. Try to detonate the orange and white barrel as they run past it to dish out some devastating splash damage. Mow down the rest with your Authority Machine Gun and Combat Shotgun. Continue blasting Jackals as you advance up the narrow footbridge leading up to a lift. Ignore the incoming arrows for now and keep moving—as long as you don't stand still, the shooters will have a hard time hitting you. Before boarding the lift, grab a Night Blossom on the left side of the path. Now board the lift and throw the switch to ride it down to the next area.



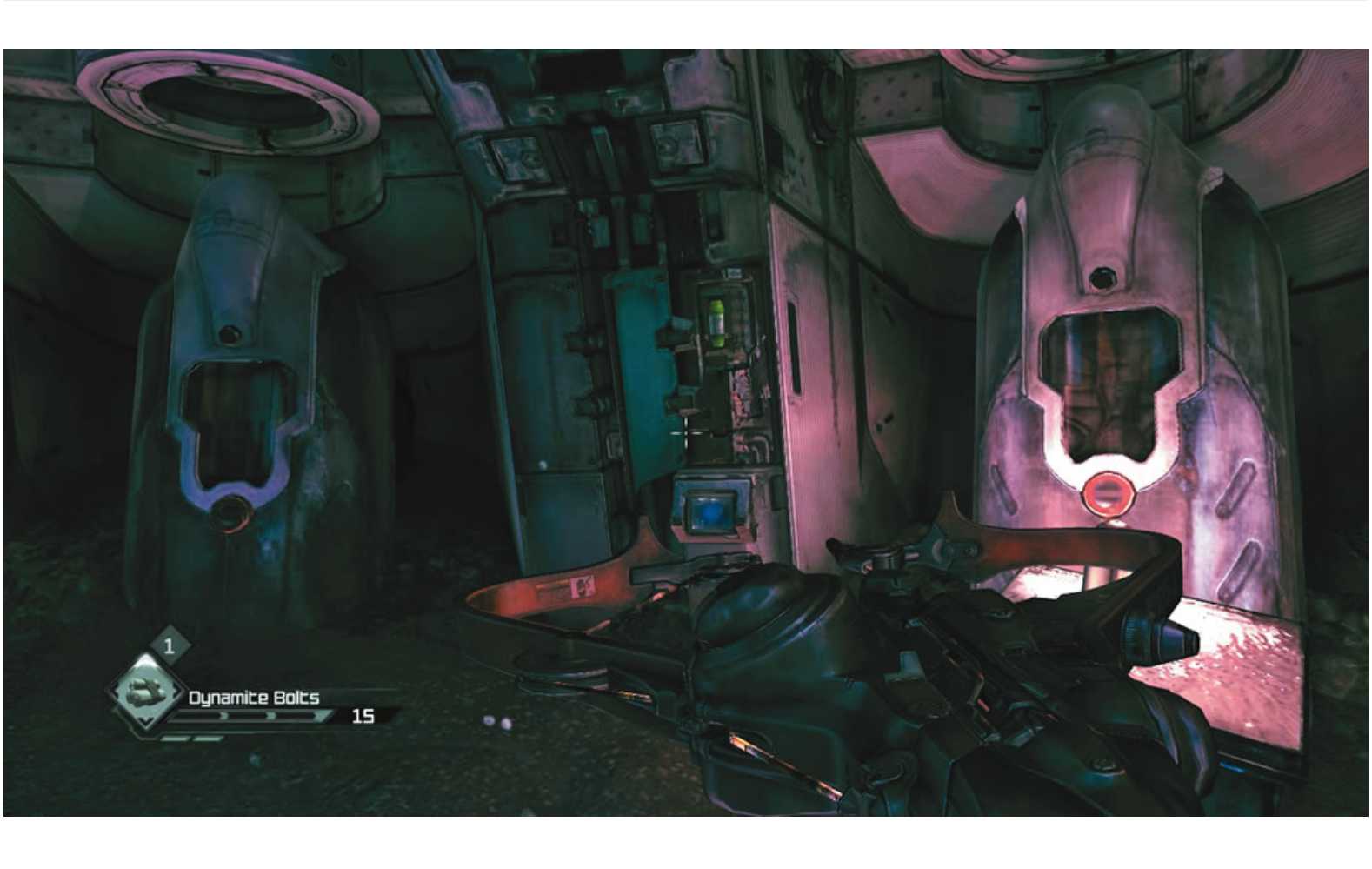
Be ready to blast a trio of Jackals as you step off the lift, and watch a fourth arriving via zipline on the path ahead. After taking out the Jackal on the zipline, search the nearby shacks for ammo and supplies. As you exit, prepare for more Jackals hopping out the nearby hatches. Backpedal while opening fire on the charging Jackals. Look for the two white propane tanks on the right side of the path and target them as the Jackals run past—detonating these tanks at the right time can wipe out two Jackals at the same time. Once the charging Jackals are all dead, turn your attention to the nearby tower and pick off any ranged attackers with Dynamite Bolts. Follow the footbridge up to the tower, blasting more Jackals along the way.



The descent down this part of the canyon is extremely treacherous. The spiral path leading to the bottom of the canyon is guarded by several Jackals, most firing flaming arrows at you. To make matters worse, the canyon is filled with red balloons carrying explosives. Blast as many balloons as possible with your Assault Rifle or Authority Machine Gun, then begin picking off the Jackals with Dynamite Bolts as you cautiously descend. But be ready to switch weapons if you spot more red balloons or Jackals charging straight for you. If you're running low on Dynamite Bolts, Fat Mammas are equally effective at quickly stopping the arrow-firing Jackals. Cautiously descend to the bottom of the canyon and search the shacks there for some supplies and ammo, including some HE Grenades and Fat Mammas.

Caution

The balloons carrying explosives function much like grenades. If one is nearby, a red grenade icon appears on the screen, giving you ample warning. The explosives also make a beeping sound—if you can hear the beeps, you are way too close.



Enter the cavern at the bottom of the canyon to approach the Ark. As soon as you enter the cavern, a large metal door slams shut behind you. The path leading to the Ark is guarded by a few more Jackals, but they're easily dispatched with Dynamite Bolts. Step inside the Ark and turn to the right to look for a small blue screen with a black palm print. Interact with this screen to open a hatch revealing the Decrypter. Grab the Decrypter and turn around to face the Ark's door. Shoot a Dynamite Bolt at the Jackal charging at you. Exit the Ark and turn to the left. At the top of a short flight of stairs is a bicycle-like mode of transportation attached to an overhead rail system. Interact with this device to ride it all the way back to the canyon's entrance. There are a couple of Jackals patrolling near the doorway, so be ready to take them out before exiting.

Decrypted

Retrieving the Decrypter from Jackal Canyon unlocks the Decrypted achievement/trophy.

Subway Town

New Objective: Deliver the Decrypter to Lassard

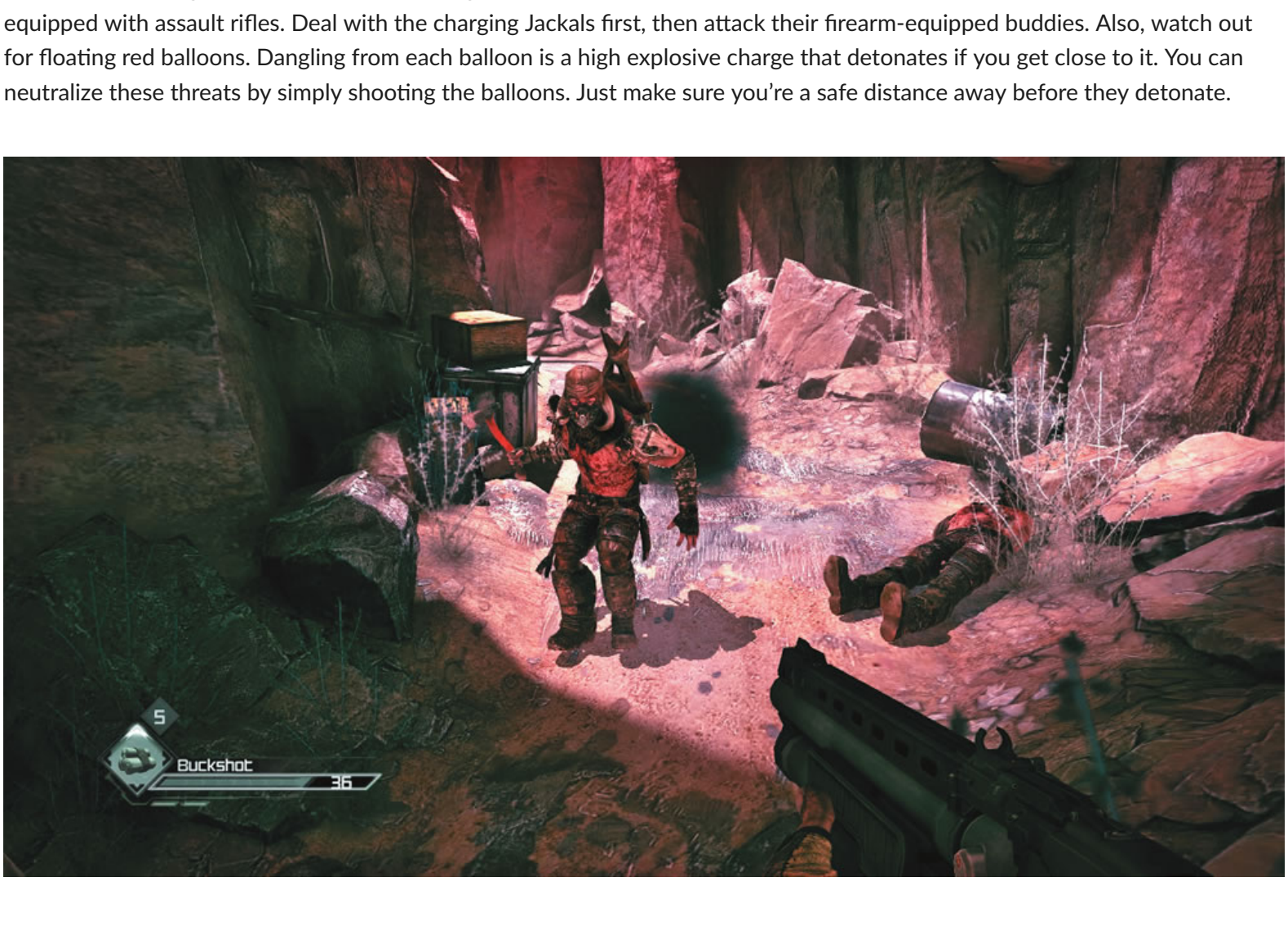
Having escaped Jackal Canyon with the Decrypter, return to your Monarch and drive back to Subway Town. From Saul's garage, head directly to the Resistance Base and go see Lassard. Within a few seconds Lassard has cracked into the restricted sectors on your ID Drive. The information on the ID Drive contains a treasure trove of data, including the locations, codes, and re-entry times of every Ark on Earth. The codes can be used to free the remaining Arks the Authority has buried. For the first time, Captain Marshall now feels that Resistance has a good chance to topple the Authority, but it won't be easy. First, he needs you to knock out the Authority Security Bridge. Speak to Portman for details on your next job. . .

Tip

Don't forget to loot the bodies of the dead Jackals. These guys carry a substantial amount of cash and ammo. Unfortunately, if you detonate the Jackals using Dynamite Bolts or other explosive attacks, there will be no body to loot.

Buckshot
50

As you pass through the open gate, you're attacked by more Jackals rushing down the path. Backpedal as necessary while firing your Combat Shotgun—and keep some Bandages ready. Most of the Jackals attack with melee weapons, but some are equipped with assault rifles. Deal with the charging Jackals first, then attack their firearm-equipped buddies. Also, watch out for floating red balloons. Dangling from each balloon is a high explosive charge that detonates if you get close to it. You can neutralize these threats by simply shooting the balloons. Just make sure you're a safe distance away before they detonate.



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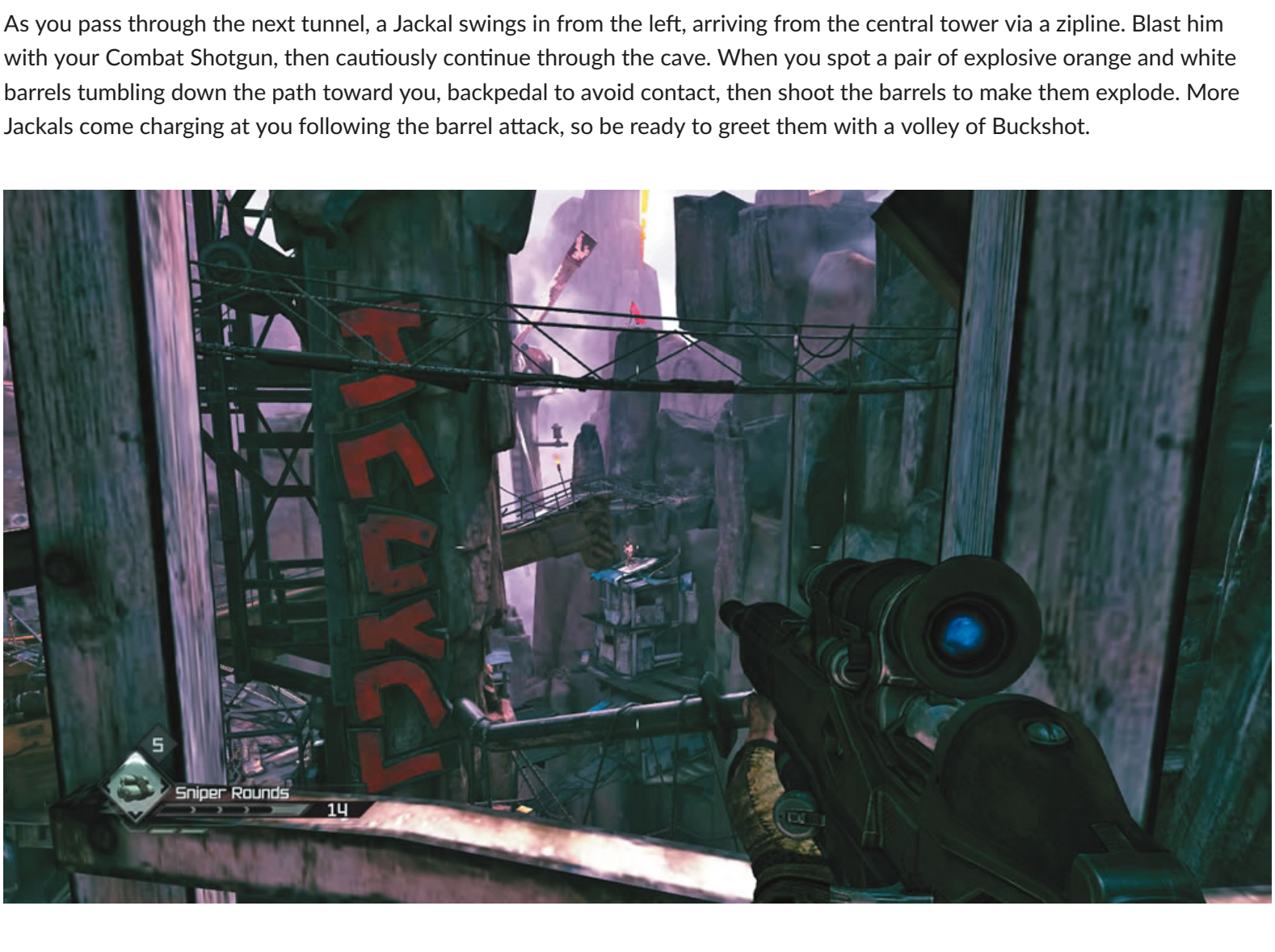

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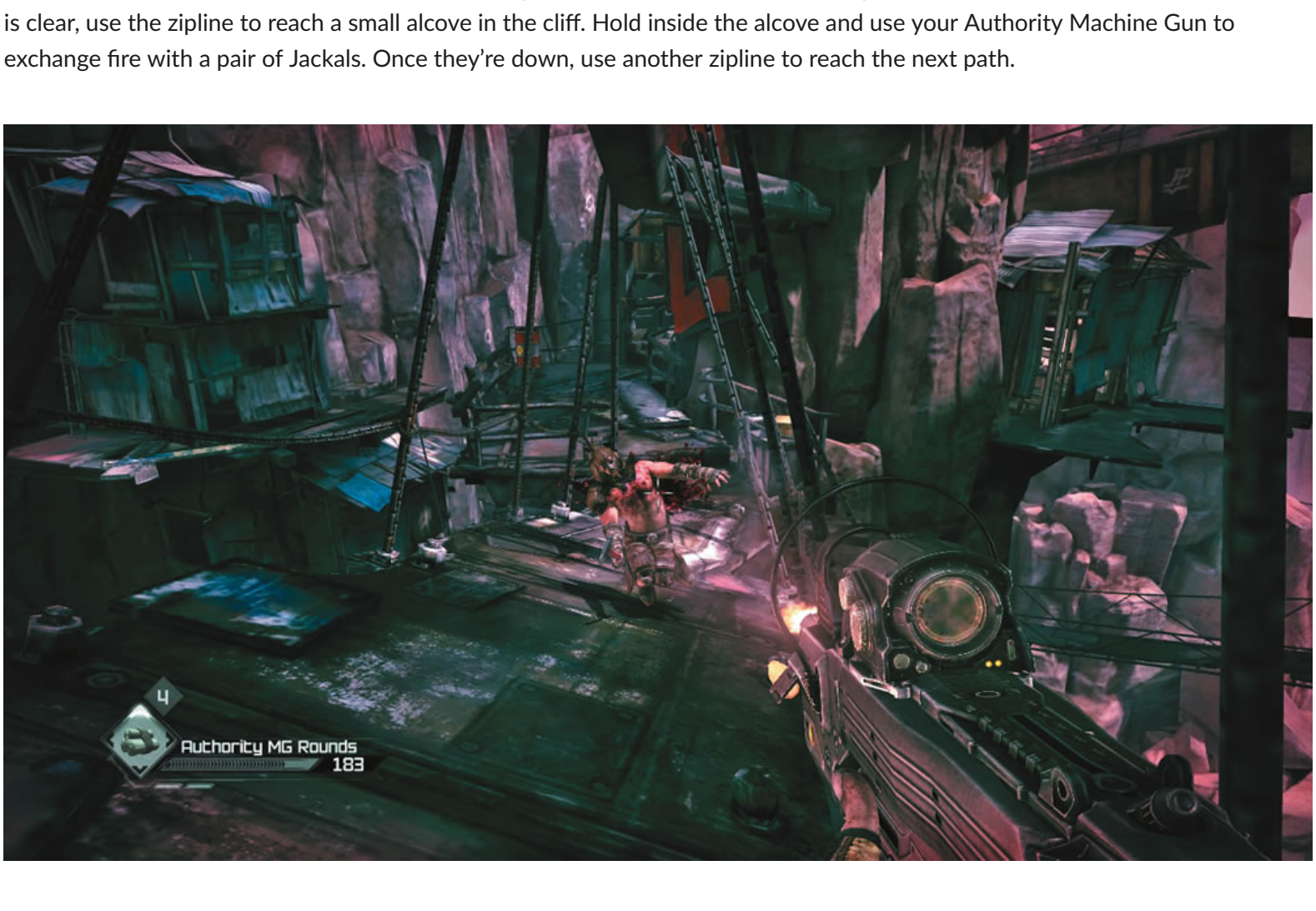

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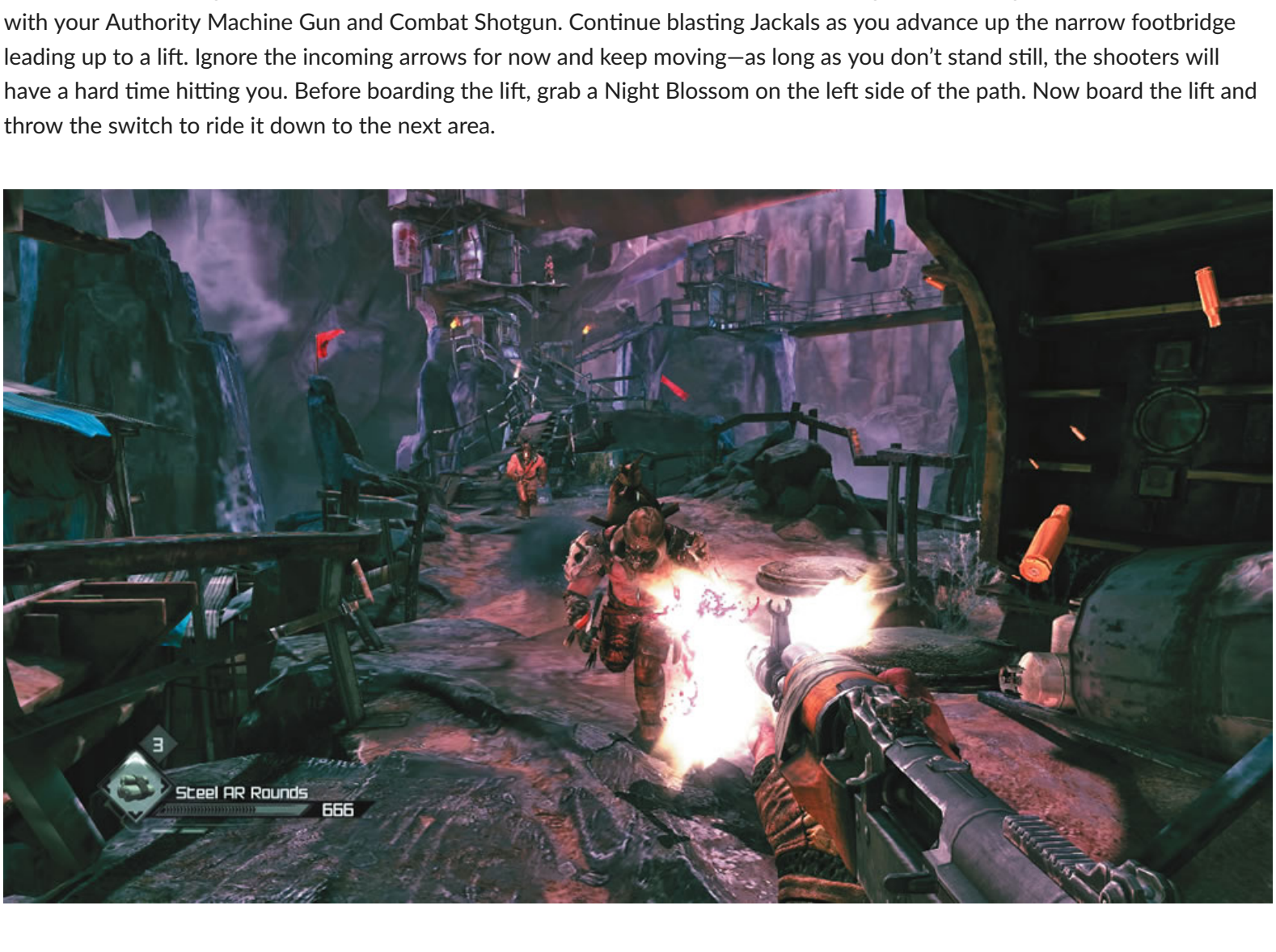

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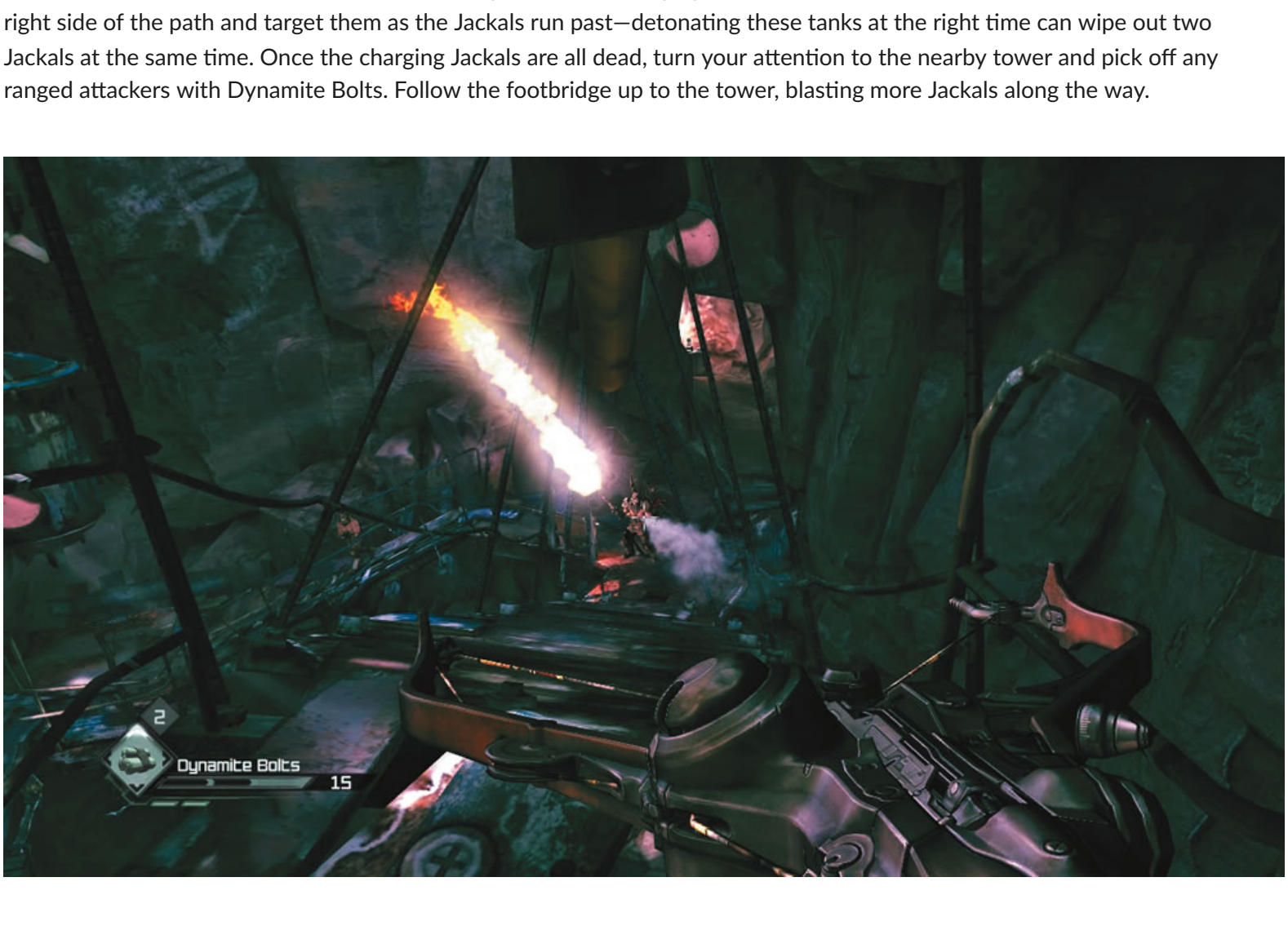

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Dynamite Bolts
15

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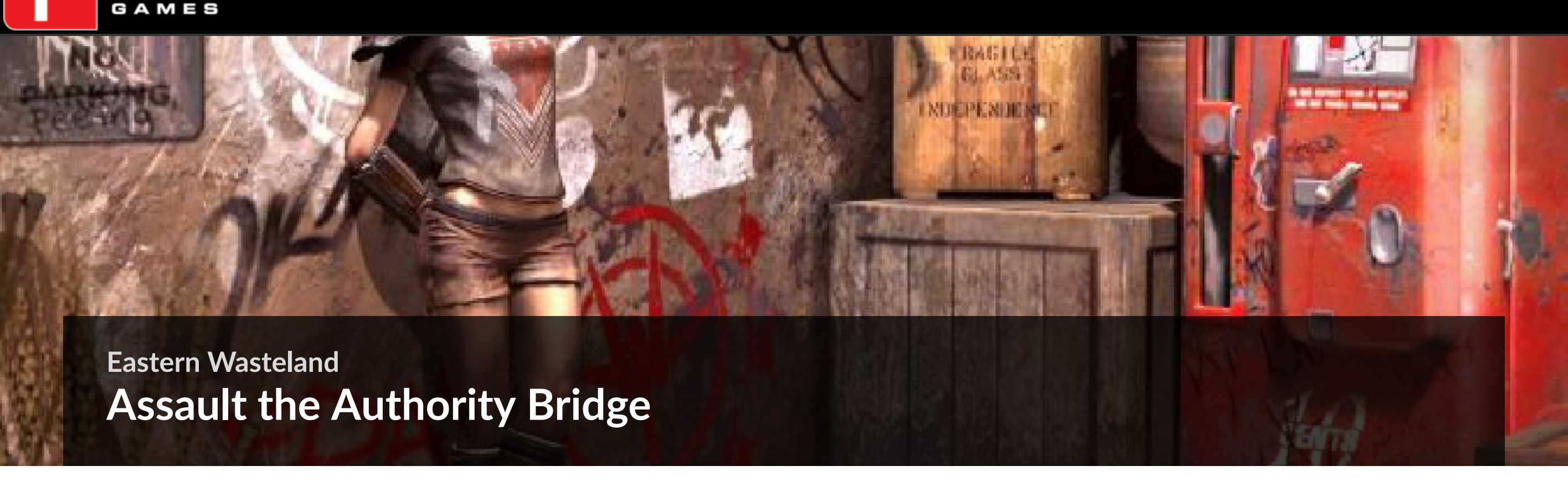


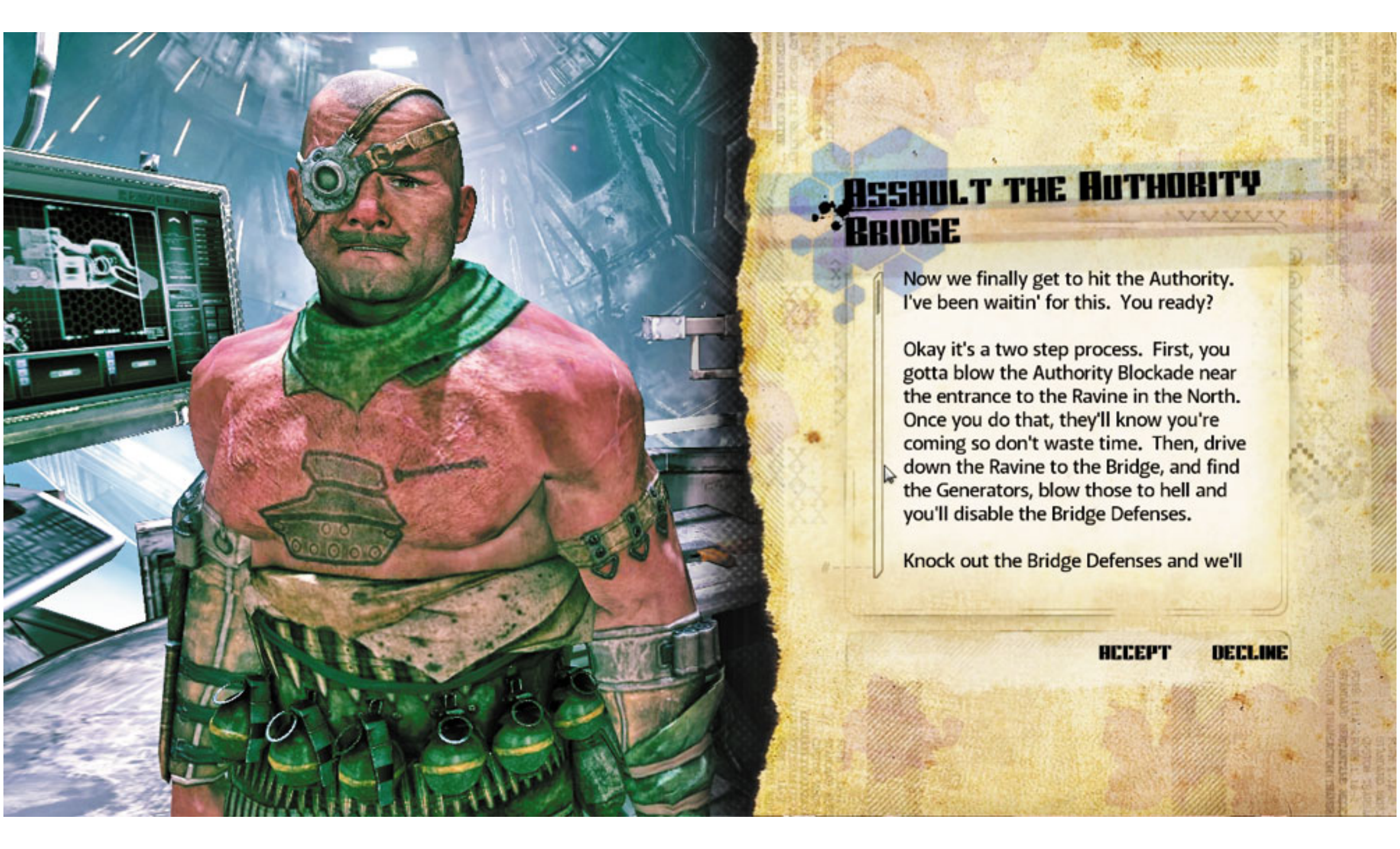
Eastern Wasteland

Assault the Authority Bridge

Caution

Before accepting Portman's mission, wrap up any racing you want to do. Races are not available after attacking the Authority Bridge.

Portman



ASSAULT THE AUTHORITY BRIDGE

Now we finally get to hit the Authority. I've been waitin' for this. You ready?

Okay it's a two step process. First, you gotta blow the Authority Blockade near the entrance to the Ravine in the North. Once you do that, they'll know you're coming so don't waste time. Then, drive down the Ravine to the Bridge, and find the Generators, blow those to hell and you'll disable the Bridge Defenses.

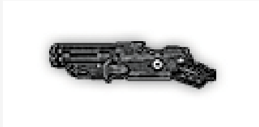
Knock out the Bridge Defenses and we'll

Objective: Take out the Bridge's defenses.

Now we finally get to hit the Authority. I've been waiting for this. You ready?

Okay it's a two-step process. First, you gotta blow the Authority Blockade near the entrance to the ravine in the north. Once you do that, they'll know you're coming, so don't waste any time. Then, drive down the ravine to the bridge, and find the generators. Blow those to hell and you'll disable the Bridge Defenses.

Knock out the Bridge Defenses and we'll have access to Capital Prime.

Provided Equipment		
ICON	ITEM	QUANTITY
	Explosive Pack	2
Reward		
Icon	Item	Quantity
	Authority Pulse Cannon	1
Icon	Item	Quantity
	BFG Rounds	3

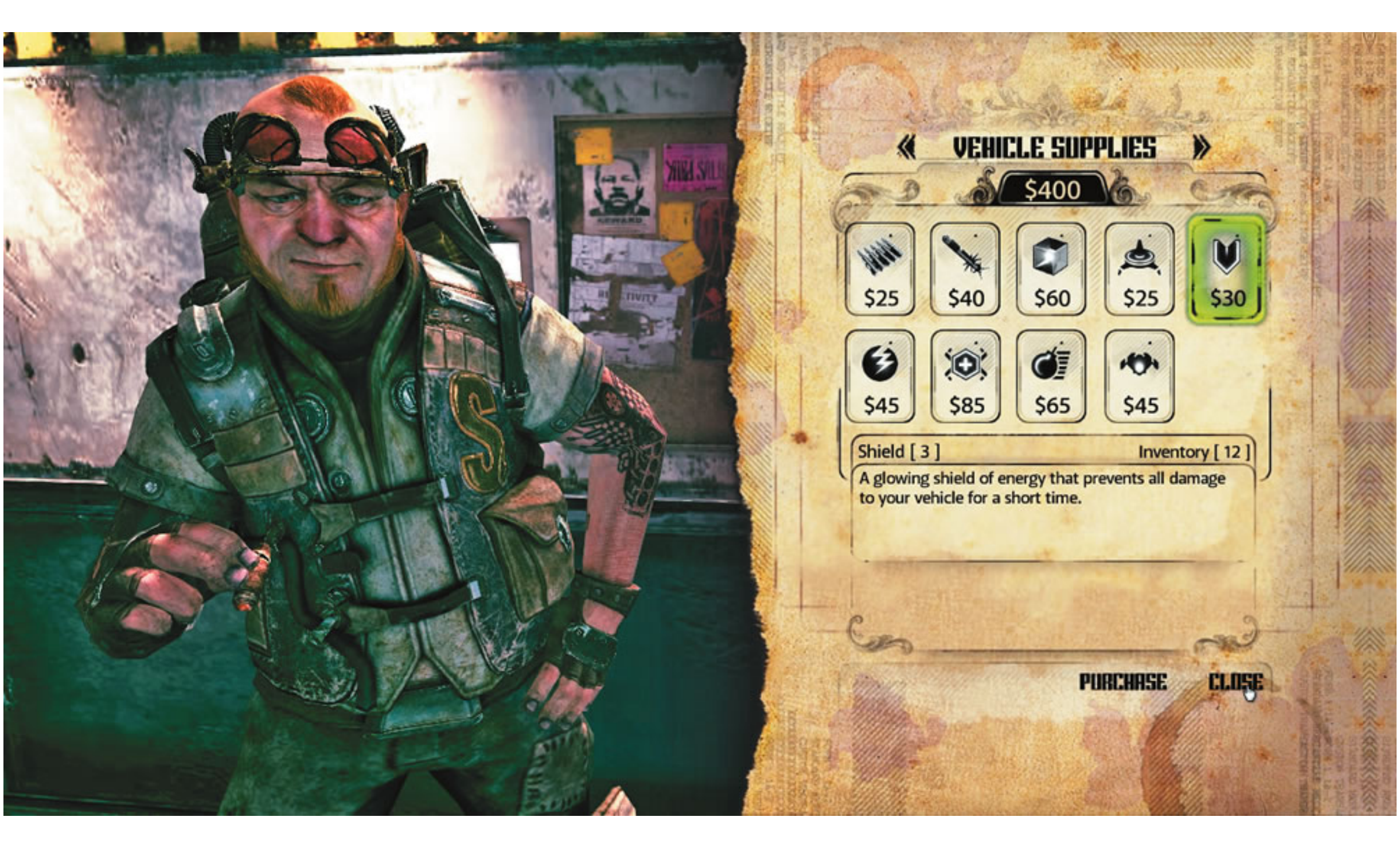
New Objective: Search out the Authority Blockade

It's finally time to take the fight to the Authority! Speak with Portman to get your next assignment. Before you can enter Capital Prime, you must first eliminate the defenses at the Authority Bridge. Once the defenses are down, you can cross the bridge and attack Capital Prime directly. After speaking with Portman, grab the Authority Augmenter Schematic sitting on his workbench. This only appears here if you didn't get the schematic by speaking with Lassard earlier. Along with the schematic you also receive the parts to make one Authority Augmenter.

This consumable temporarily increases your damage output. Don't worry about making or using Authority Augmenters now, but they will come in handy later once you attack Capital Prime.

Master Chef

The schematic for the Authority Augmenter is the last one made available in the campaign. If you've collected/purchased all the schematics and recipes up to this point, you earn the Master Chef achievement/trophy. If the achievement/trophy isn't earned at this point, consider purchasing any remaining schematics from Halek, Coffer, or Jani. Also, don't forget the recipes earned by completing jobs. You earn recipes from Janus Outrigger, Ramos Outrigger, and Richard (in the Second Chance Bar).

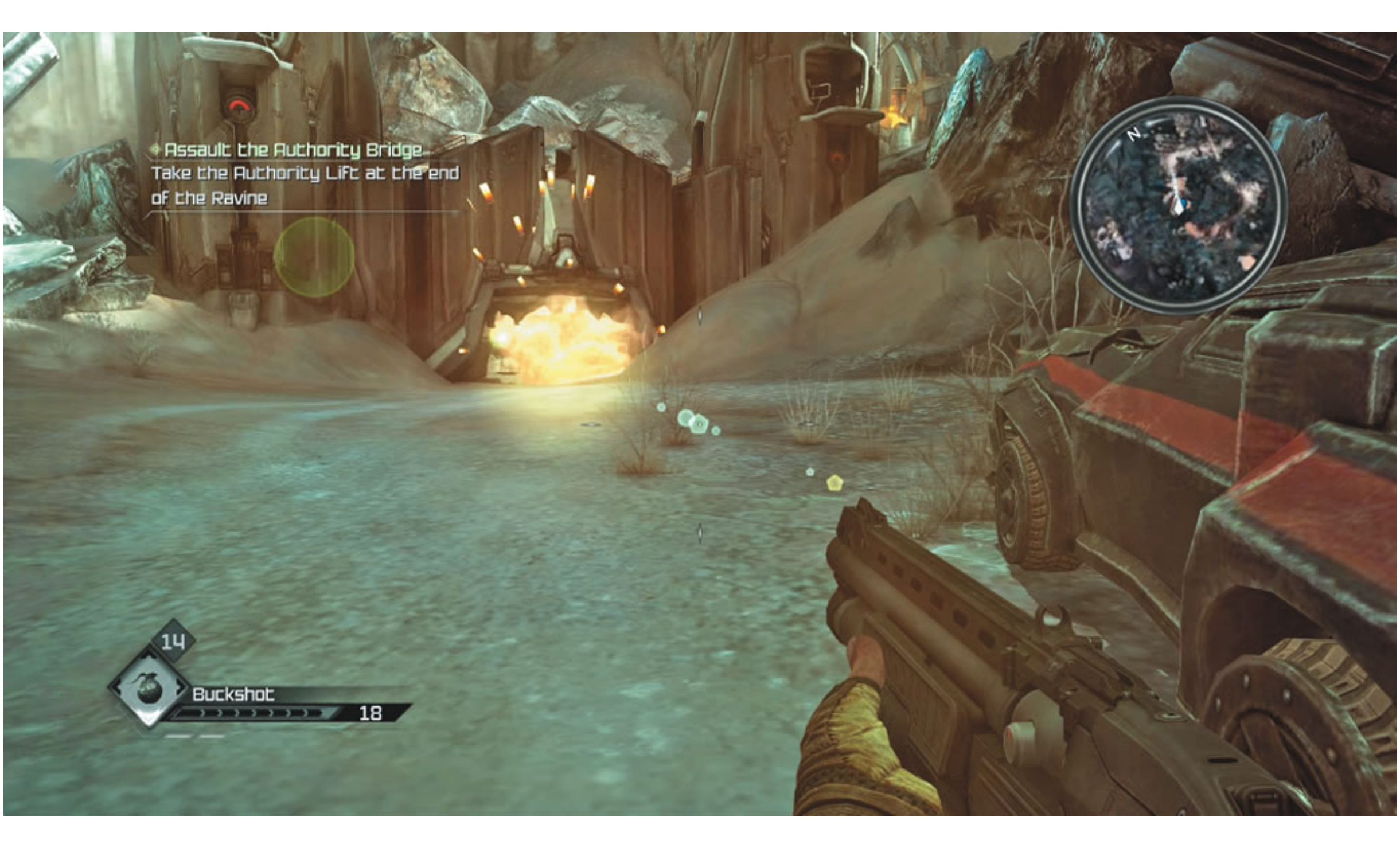


A glowing shield of energy that prevents all damage to your vehicle for a short time.

Before leaving Subway Town, visit Sparky's Auto Parts downstairs. During the attack on the bridge you'll encounter Authority Predators. These tank-like vehicles aren't as fast and maneuverable as the bandit buggies you've fought thus far, but they are heavily armored and equipped with a powerful pulse cannon. Prepare for these upcoming encounters by purchasing plenty of Shields and ammo for your Monarch's weapons. The Miniguns inflict very little damage against Authority Predators, so spend your cash on Homing Rockets and Pulse Ammo. If you haven't already, now is a great time to buy the Heavy Monarch Armor. After visiting Sparky, go upstairs and see Jani. You'll face a few enforcers on the Authority Bridge, so make sure you have at least 100 Authority AV2x Rounds and a few EMP Grenades. Once you're stocked up on gear, return to Saul's garage and prep your Monarch for the journey to the Authority Blockade.

Authority Blockade

New Objective: Blow the Blockade

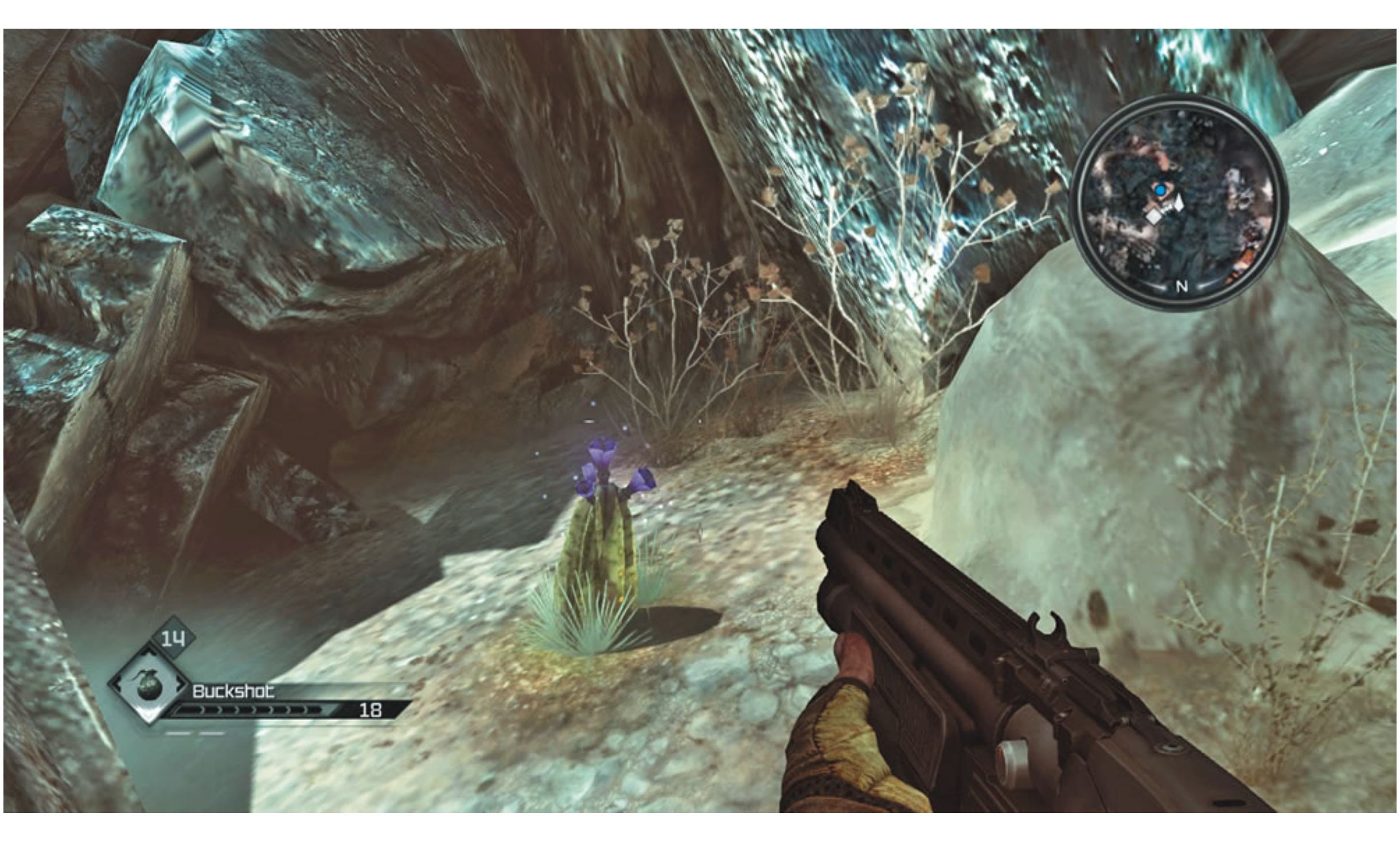


Assault the Authority Bridge
Take the Authority Lift at the end of the Ravine
14
Buckshot
18

The Authority Blockade is located in a narrow canyon, not far from the Jackal Canyon. As you approach the Blockade, there are several mutants standing in the road. Instead of shooting the mutants, simply run them over with your Monarch. Once the canyon is clear, get out of the Monarch and cautiously approach the Blockade. When even more mutants climb over the Blockade, race back to your vehicle and eliminate the mutants by running them over. It's now safe to plant the explosives. Park your Monarch a safe distance away and then interact with the faint explosive icon on the Blockade's door. Rush back to your vehicle and wait for the explosives to detonate, blowing a hole in the Blockade. Race through the opening in the Blockade and run over yet more mutants while driving down into the ravine.

Roadkill

This is an excellent opportunity to earn the Roadkill Achievement. Run over 10 mutants with your vehicle to unlock it. If you missed out on this opportunity here, you can still run over mutants in certain races.

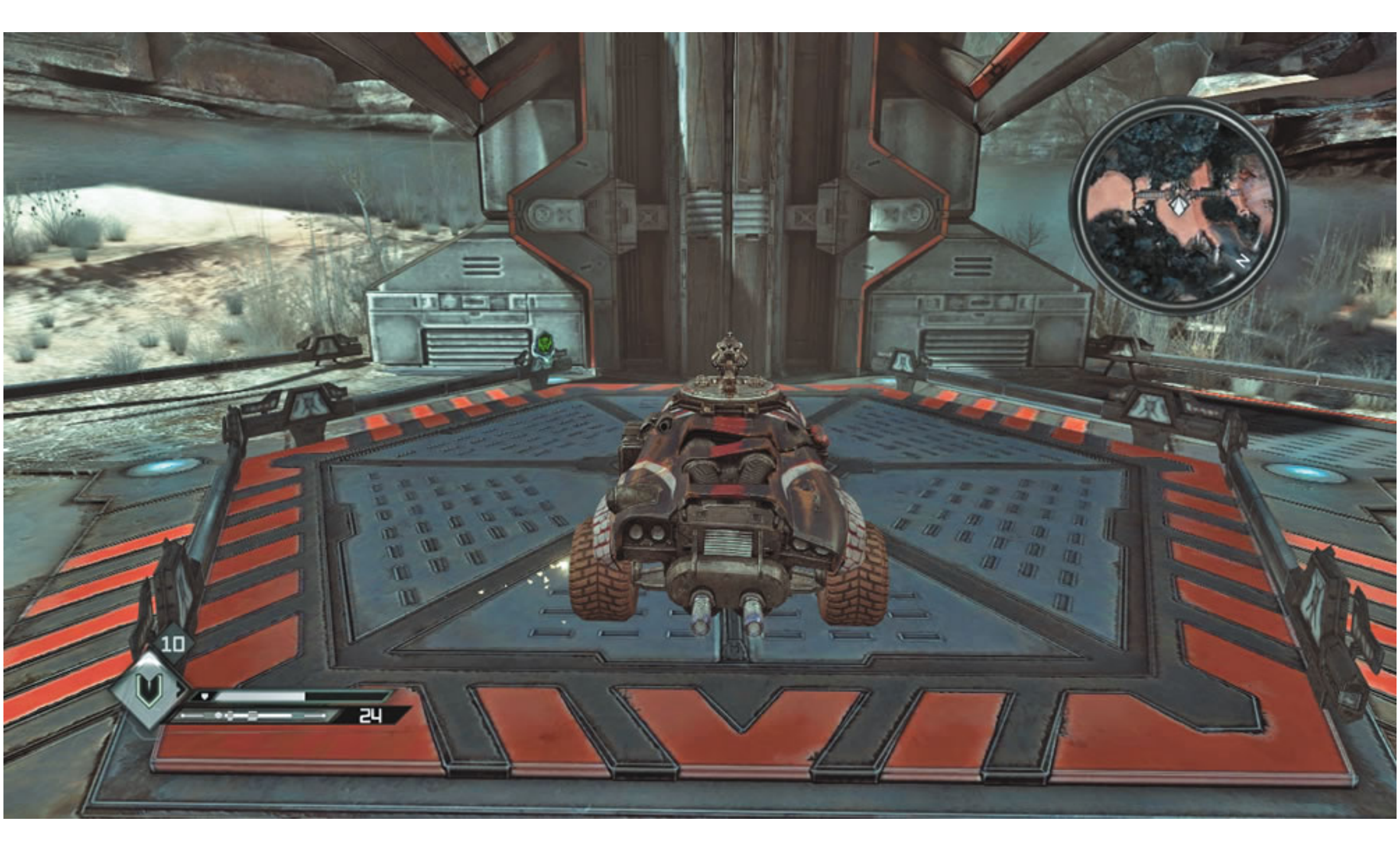


Need some Comet Bloom? There are three Comet Blooms lining the road leading to the Authority Blockade. They are well concealed and difficult to see from within your vehicle, however, so search the area on foot to find and retrieve these rare plants. If you haven't already, you can take one of these plants to Norbu in Subway Town to complete the Comet Bloom side job, worth $350.

Ravine

New Objective: Take the Authority Lift

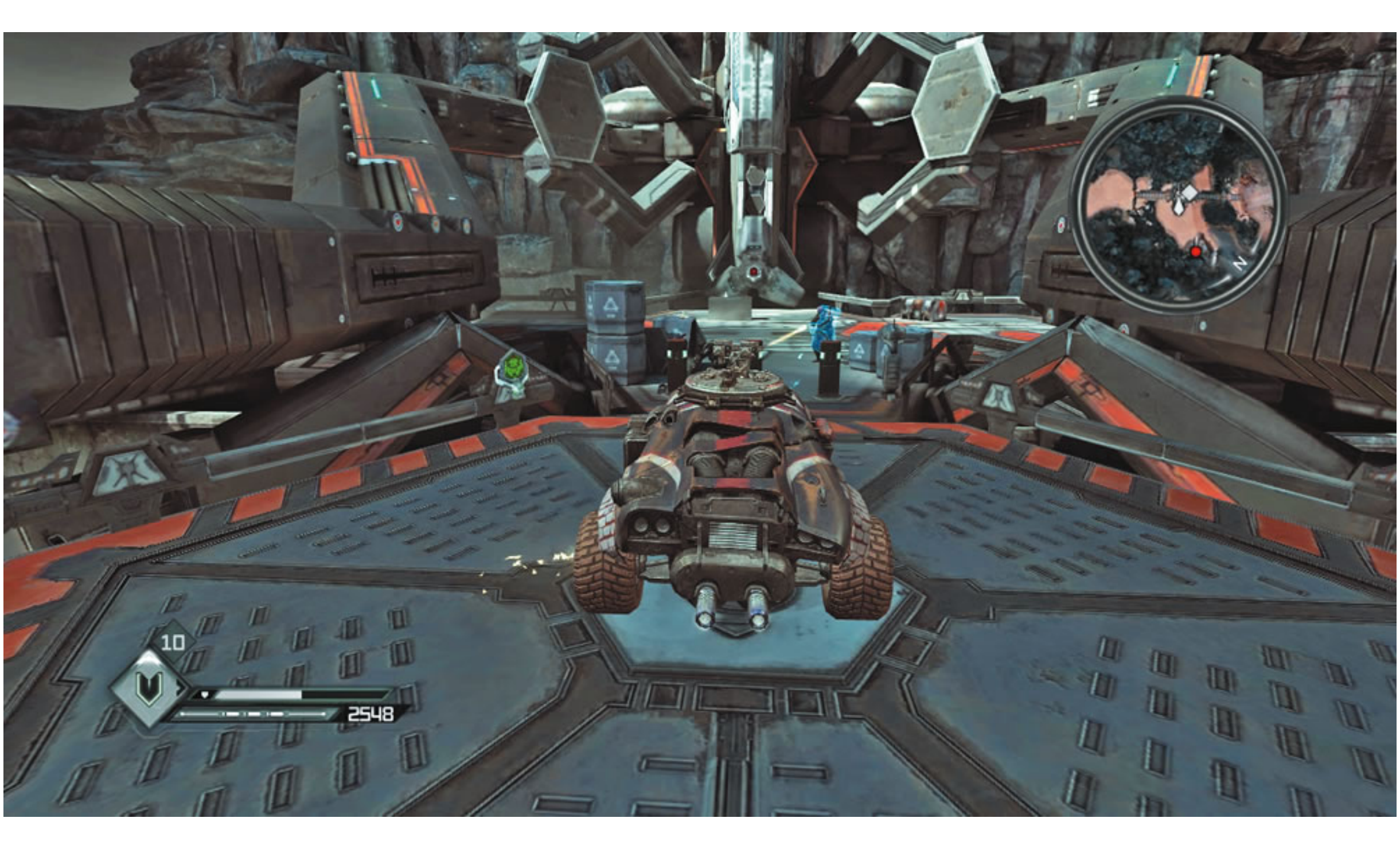
As Portman predicted, blowing the Blockade has attracted the attention of the Authority. Not far into the ravine you encounter the first Authority Predator. Deploy Shields as soon as the enemy vehicle comes into view and wait until you have achieved a lock before firing Homing Rockets or the Advanced Pulse Weapon. The Advanced Pulse Weapon is most effective, destroying the Authority Predator with a single hit. Pulse Ammo isn't cheap, so make sure your shot counts. If you don't have any Pulse Ammo, Homing Rockets are effective, but it takes at least two solid hits to take out a Predator. A second Authority Predator patrols the area near the lift, just below the Authority Bridge. Once again, deploy Shields and take out the Predator with a single hit from the Advanced Pulse Weapon or two hits from the Homing Rockets.



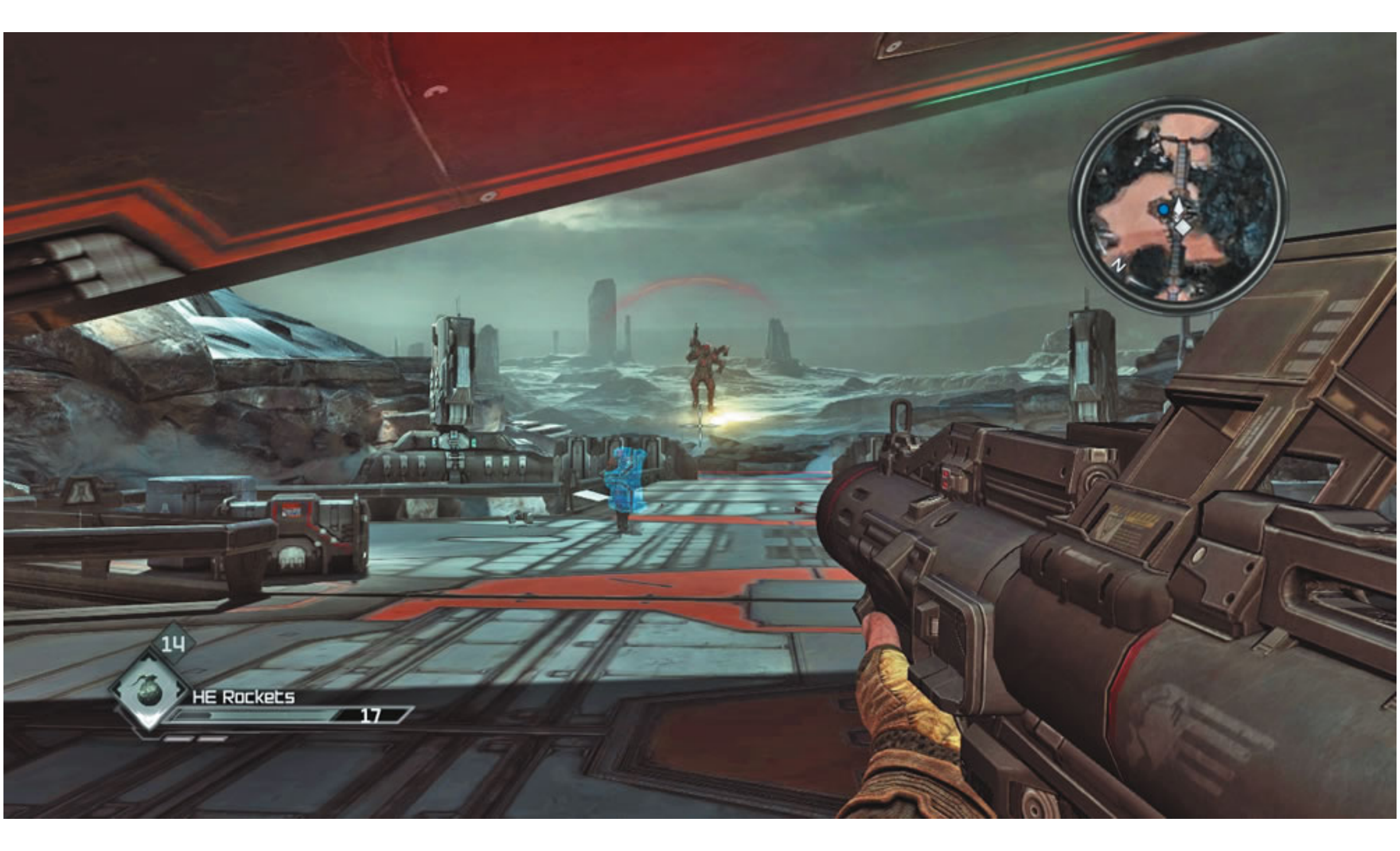
Having cleared out the bottom of the ravine, drive your Monarch onto the lift. Hop out of your vehicle and interact with the green terminal screen to activate the lift—this will take you up to the center of the Authority Bridge. Once the lift starts moving, get back in your Monarch, but don't move. There are no guardrails preventing you from driving off the lift and plummeting back into the ravine. If this occurs, you can call the lift back down and try again.

Authority Bridge

New Objective: Destroy the generators



When the lift stops, an enforcer on the bridge calls out for reinforcements. A small barrier prevents you from driving onto the bridge, so stay put and keep the Monarch facing forward. Immediately gun down the enforcer with the Monarch's Miniguns. The Monarch's weapons won't lock on to individual enemies, but it will track them, allowing you to focus your fire in the general area of your target. An Authority dropship arrives overhead and drops off reinforcements on the right side of the bridge. If necessary, hop out of the Monarch to lure the reinforcements within range of your vehicle's weapons. Two of the enforcers are equipped with energy shields, but they're no match for your Monarch's Miniguns.



After eliminating the first wave, a second round of reinforcements arrives on the left side of the bridge. If you prefer, you can lure them toward the Monarch and take them out with the Miniguns, or you can simply engage them directly with your own weapons. Use EMP Grenades to disable the energy shields carried by a couple of the enforcers, then mow them down with your Authority Machine Gun. More EMP Grenades are located on the nearby crates if necessary. Make sure all the enforcers are dead before turning your attention to the generators.

Jetpacker

The enforcer reinforcements descend from the dropships using jetpacks. If you haven't earned the Jetpacker achievement/trophy, this is your last chance in the campaign to do so. To unlock it you must kill an enforcer during their jetpack descent. The easiest way to do this is to hit them in mid-air with any hitscan weapon. The enforcers hover a few meters over the ground before eventually dropping. Take this opportunity to blow an enforcer out of the sky to secure this achievement/trophy.

7
Authority AV2x Rounds
305

There are two generators powering the Bridge Defenses. Interact with the transparent explosive icon on each generator to plant your charges, then back away. Once both generators are destroyed, locate the terminal with the green screen at the bridge's center. Interact with the terminal to lower the barricades in front of your vehicle. Now return to your Monarch to make your way back to Subway Town.

New Objective: Return to Portman

Once back in your Monarch, hold on the lift until a Predator drives past you. Follow the Predator to the right and blast it from behind with Homing Rockets or the Advanced Pulse Weapon. Keep hammering the Predator until it explodes into a brilliant fireball. Now race back to Subway Town, located only a short distance from the Authority Bridge.

Gotta Have 'Em All

If you've snagged all the collector cards so far, here's your chance to complete your collection and earn the Gotta Have 'Em All Achievement! The Elite Guard card is found here on the bridge, behind some boxes.

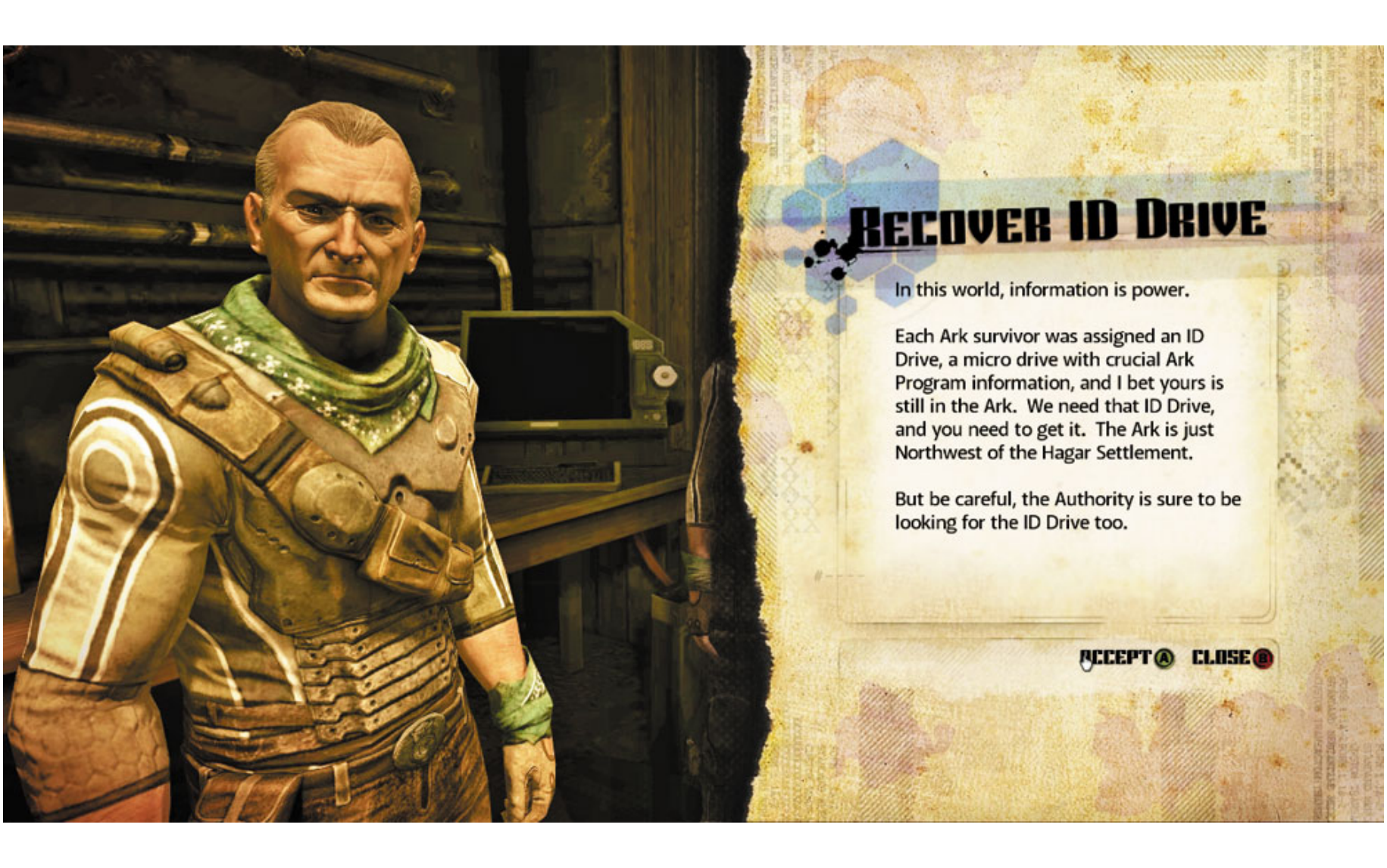
Subway Town

On the way into the Resistance Base, speak with Elizabeth, who is standing outside her lab. She tells you that her research shows the Authority is working on creating an army of mutants, controlled via Nanotrites. Fortunately, Portman has a new toy for your next mission. He feels you need a bit more firepower, so he offers you an Authority Pulse Cannon he looted from a dead guard. Grab it to add it to your arsenal, along with three BFG Rounds. After speaking with Portman, talk to Captain Marshall. He has one final mission for you. . .

Eastern Wasteland

Assault Capital Prime

Captain Marshall



In this world, information is power.

Each Ark survivor was assigned an ID Drive, a micro drive with crucial Ark Program information, and I bet yours is still in the Ark. We need that ID Drive, and you need to get it. The Ark is just Northwest of the Hagar Settlement.

But be careful, the Authority is sure to be looking for the ID Drive too.

Objective: Begin the revolution!

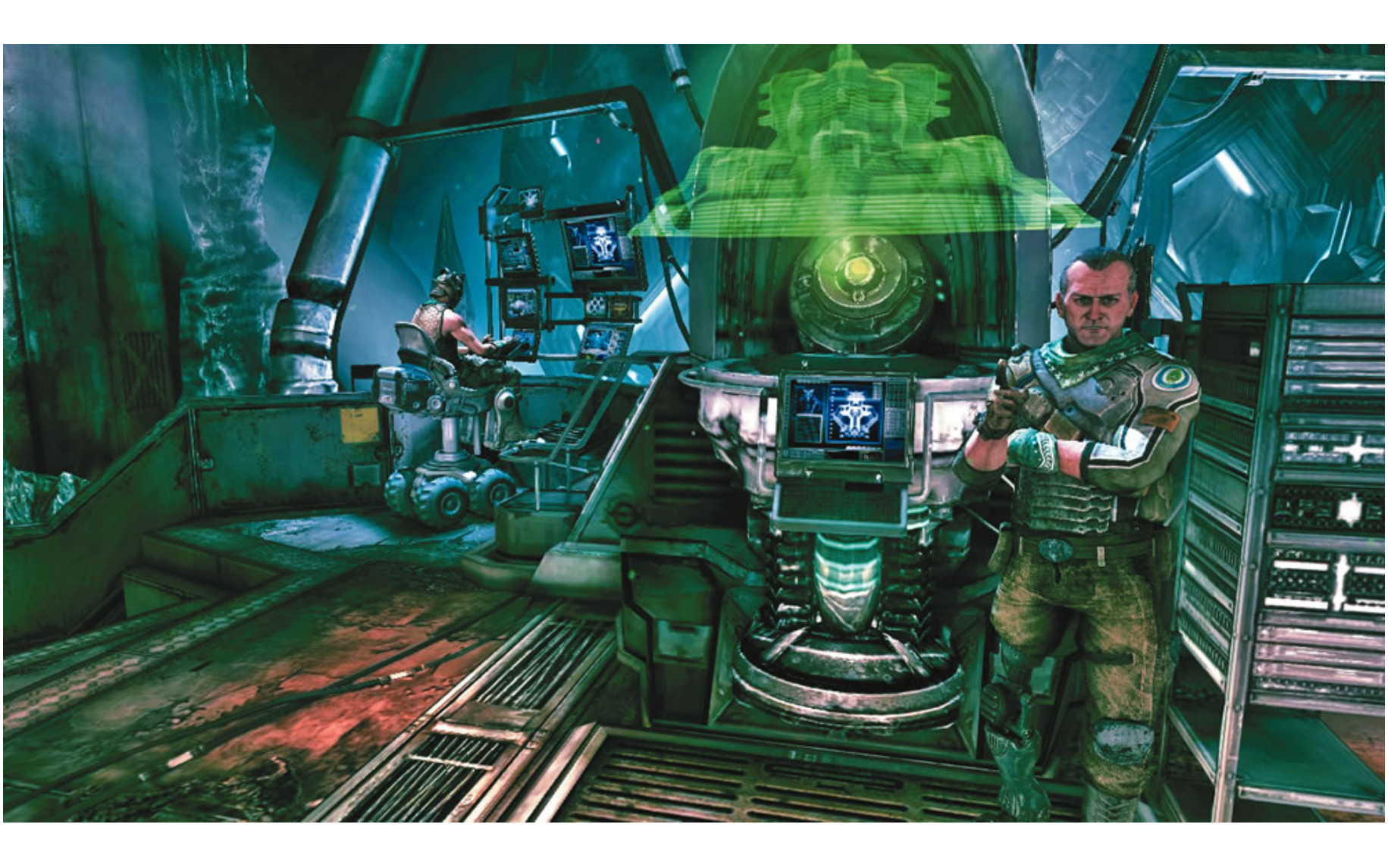
This is it, what we've been planning for so many years. Now, we hit the Authority where it hurts.
Take this Code Cipher. You'll be able to access a personnel entrance near Capital Prime's main gate. Be careful, it will be heavily guarded. Once inside, get to the Ark Control Center, and upload that data from your ID Drive. That will trigger the emergence of the remaining Arks.
Mankind's future depends on you now. God Speed soldier.

Provided Equipment

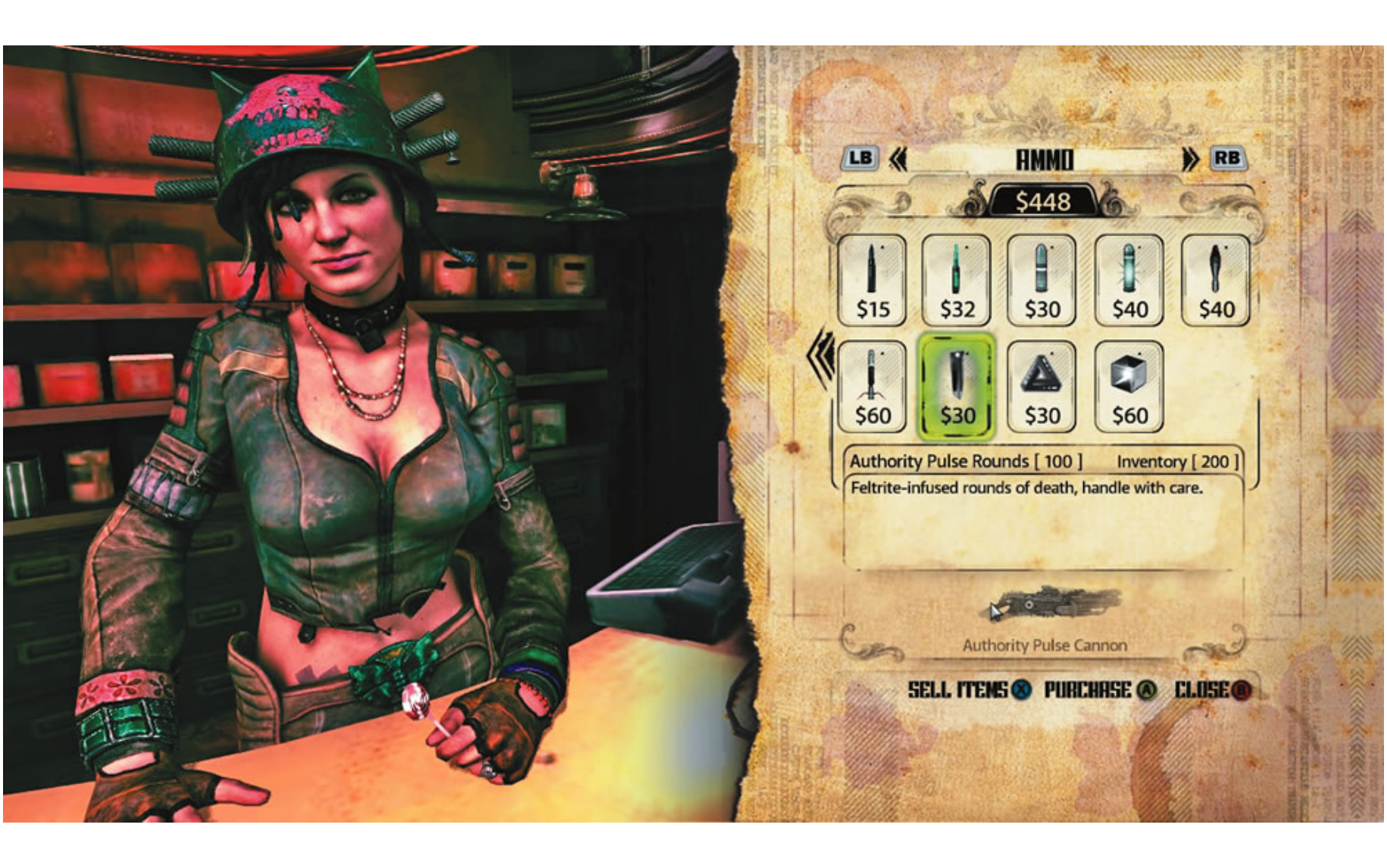
ICON	ITEM	QUANTITY
	Code Cipher	1

Reward: None

New Objective: Head to the Gates of Capital Prime



Now's the time to land a decisive blow against the Authority. Using a Code Cipher and the data on your ID Drive, you can now enter Capital Prime and trigger the emergence of all the other Arks on the planet. The Resistance has plans and people in place to support the newly emerged Ark survivors. The influx of Ark survivors around the world will give the Resistance a sizable army, capable of challenging the Authority directly. Still, Captain Marshall warns that it won't be an easy revolution. The Authority still has a technological edge, and their progress in weaponizing mutants remains unknown. But this is the best shot the Resistance has at turning the tide, and your success in this mission is pivotal for their cause and the lives of untold numbers of Ark survivors.

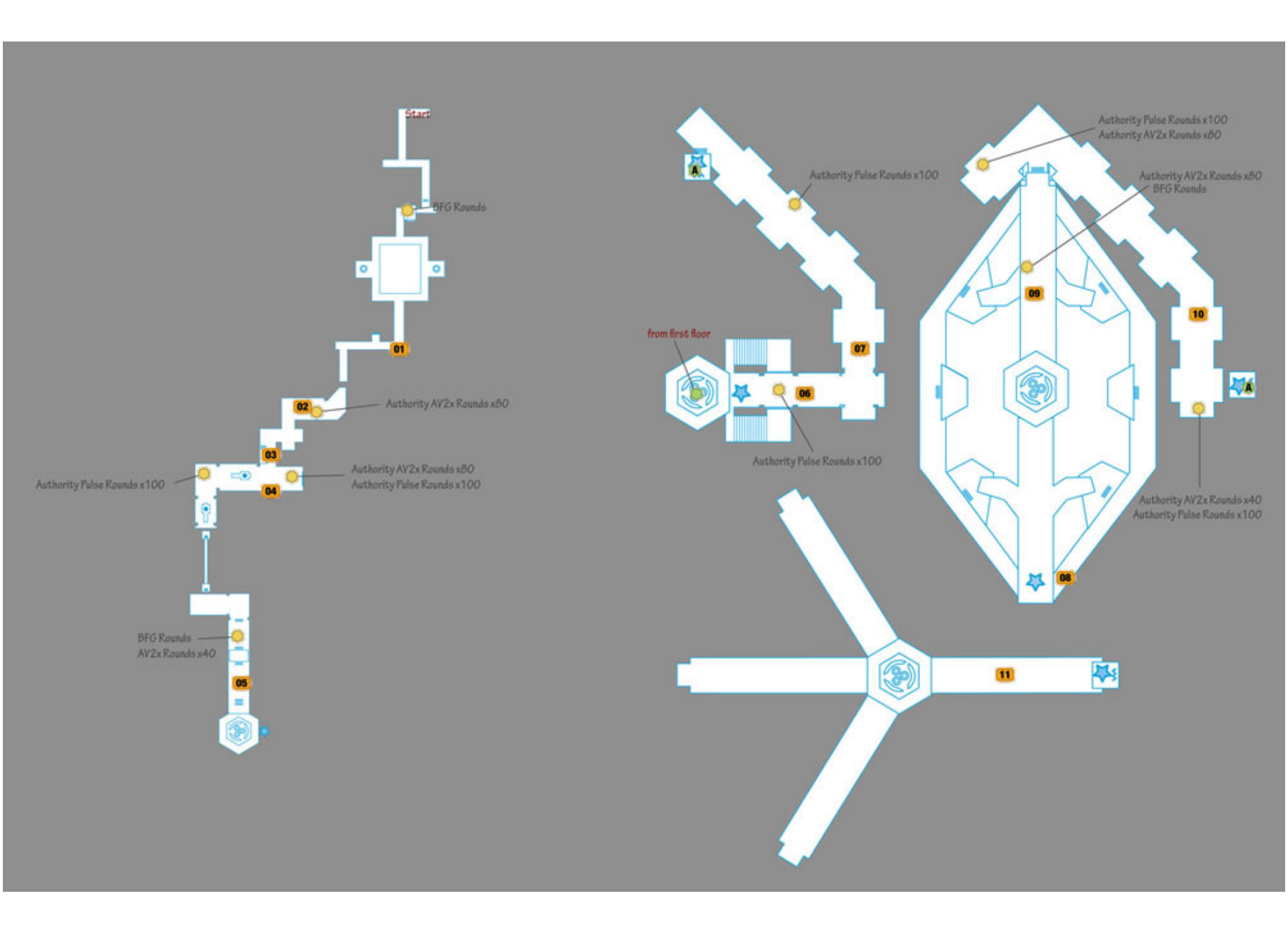


Authority Pulse Rounds [100] Inventory [200]
Feltrite-infused rounds of death, handle with care.

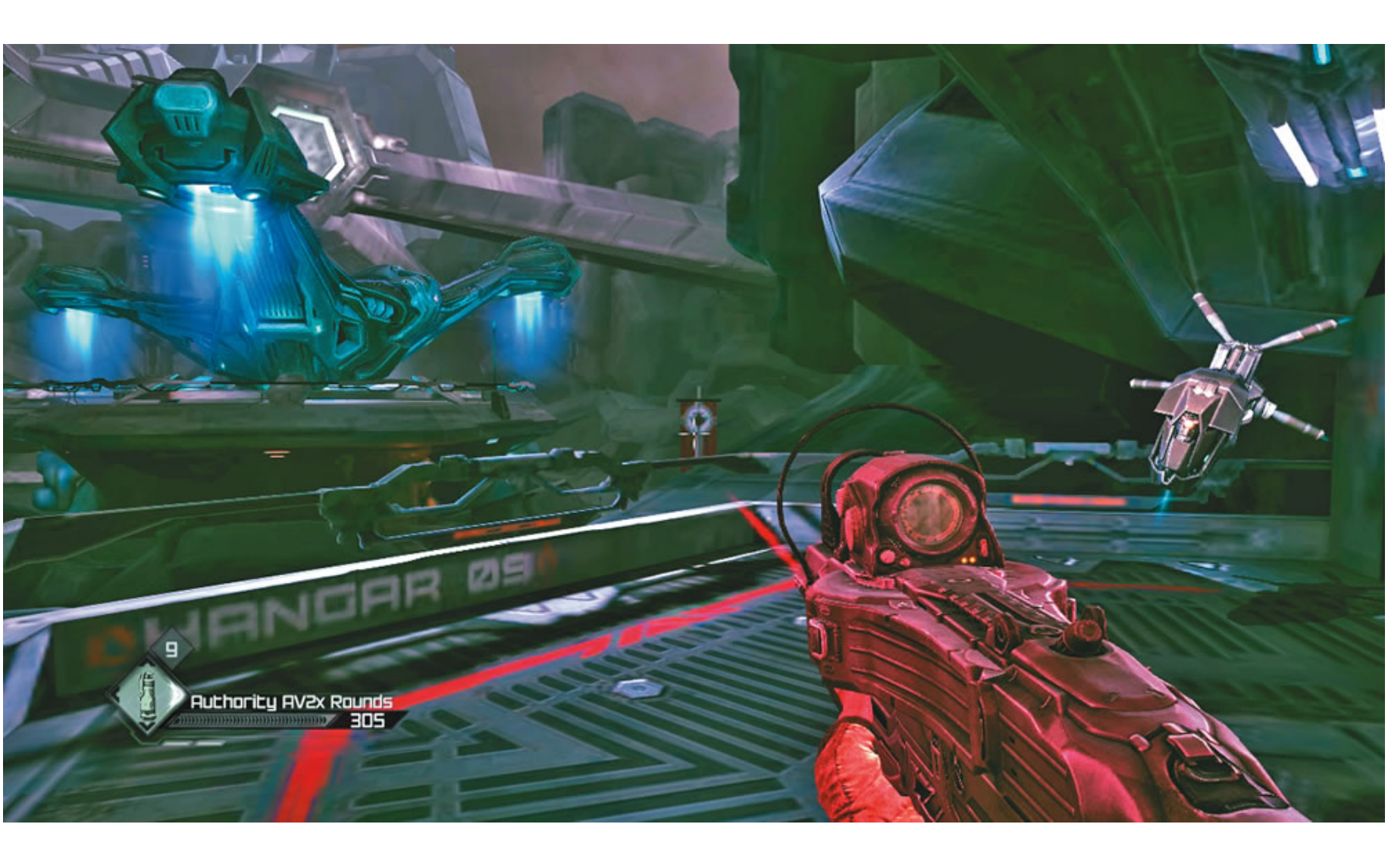
Following Captain Marshall's pep talk, leave the Resistance Base and head upstairs to the Fez Bar to get your payment from Brick for taking out those Authority Predators. Brick gives you $20 and 2 racing certificates for each Predator that you destroyed. Now there's an even larger Authority presence in Subway Town, consisting of enforcers and drones. Don't worry about getting spotted—you can't be attacked here. After getting some cash and racing certificates from Brick, head upstairs to Jani's Supplies. Sell any junk you have first, including items you know you will not use. Next, purchase Bandages or the ingredients to make some of your own. The action gets pretty rough in Capital Prime, so you'll want to be able to heal quickly. When it comes to ammo, stock up on Authority Pulse Rounds for your new Authority Pulse Cannon—500 rounds should suffice. If you have lots of cash, buy a few more BFG Rounds. Make sure you have a few EMP Grenades and HE Grenades, too. Don't blow all your cash at Jani's, however. Save at least $500 to spend at Sparky's Auto Parts. The entrance to Capital Prime is guarded by multiple Authority Predators, so stock up on Shields and at least 12 rounds of Pulse Ammo. While you're at it, spend any remaining racing certificates you have on upgrades for your Monarch. Check over your supplies one last time, then return to Saul's garage, hop in your Monarch, and begin the treacherous drive to Capital Prime.

You encounter the first of many Predators before crossing the Authority Bridge. Arm your Advanced Pulse Weapon, lock on to the Predator, and blow it to bits with a single shot. A second Predator attempts to ambush you at the far side of the bridge. Deploy Shields and blast it with your Advanced Pulse Weapon. Beyond the Authority Bridge, utilize boost to reach the Gates of Capital Prime as quickly as possible, zooming past other Predators positioned along the path. If you stop and engage every Predator along the way, you'll probably run out of Shields and Pulse Ammo, so just blow past the Predators at top speed. Follow the path shown on the minimap to find the ventilation shaft where you can enter Capital Prime, but don't exit your vehicle just yet. Authority Predators continually deploy outside Capital Prime, so look for the red dots on your minimap and hunt down all nearby threats. When there's a lull in Predator activity, race to the ventilation shaft, hop out of your Monarch, and interact with the terminal at the end of the shaft to insert the Code Cipher, giving you access to Capital Prime.

Capital Prime


Start
BFG Rounds
01
02
Authority AV2x Rounds x80
03
04
Authority AV2x Rounds x80
Authority Pulse Rounds x100
Authority Pulse Rounds x100
BFG Rounds
AV2x Rounds x40
05
Authority Pulse Rounds x100
from first floor
06
07
Authority Pulse Rounds x100
Authority Pulse Rounds x100
Authority AV2x Rounds x80
Authority AV2x Rounds x80
BFG Rounds
09
10
Authority AV2x Rounds x40
Authority Pulse Rounds x100
08
11

New Objective: Locate the Nexus Core



9
Authority AV2x Rounds
295

Crouch and crawl through the ventilation shaft until you come to a maintenance tunnel. Stand up and jump over the crate, and look for a stash of BFG Rounds on the left while advancing through the tunnel. The tunnel leads to a platform outside overlooking a dropship landing pad. There's also an Authority drone hovering nearby that takes notice of you. Even if you shoot the drone before it sounds an alert, your cover is blown. Turn down the next corridor and be ready to gun down an enforcer that arrives to investigate. The Authority Machine Gun loaded with Authority AV2x Rounds is sufficient for taking out this lone enforcer.

9
Authority Pulse Rounds
686

By the time you reach this corridor, an enforcer has taken up a defensive position, hiding behind a crate. Wait until he pops out, then blast him. A security gate closes behind you as you enter the corridor, prompting more enforcers to attack, including one equipped with an energy shield. Switch to your Authority Pulse Cannon and open fire on the reinforcements, focusing your fire on the enforcer with the energy shield first. The Authority Pulse Cannon can deplete the energy shield over time, but it's much faster to take it out with an EMP Grenade. Once the enforcer with the energy shield is down, the remaining enforcers aren't difficult to dispatch with this awesome weapon. Don't forget to search their bodies for ammo and other items.

Caution

It takes approximately four seconds to reload the Authority Pulse Cannon or switch ammo types. Constantly monitor the weapon's ammo count and strive to load a fresh magazine after each major engagement. This isn't a weapon you want to reload during a heated firefight. If you run out of ammo, consider switching to the Authority Machine Gun as a backup. Switching weapons is a lot faster than reloading the Authority Pulse Cannon.

8
Authority Pulse Rounds
560

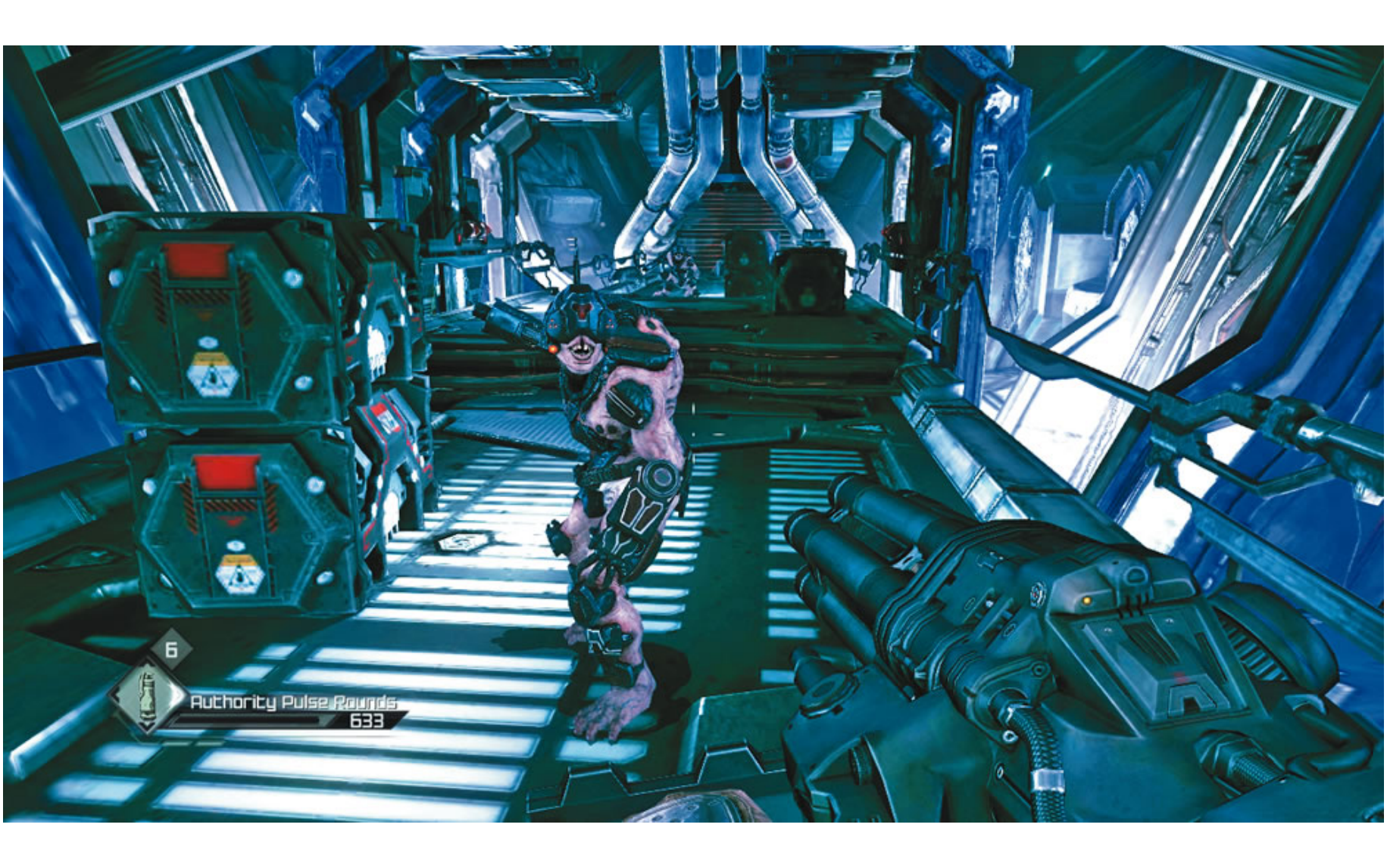
Advance to this control room, making note of the security gate closing behind you. On cue, more enforcers appear at the far end of the room. Quickly load BFG Rounds in your Authority Pulse Cannon and hold down the trigger to charge up the shot. A blue, glowing ball of light appears at the end of the weapon's barrel, growing in size until it erupts in a blinding flash that vaporizes all the enemies in front of you. There's nothing left behind of the enforcers but black charred marks on the floor. Don't pat yourself on the back just yet. Load Authority Pulse Rounds in the weapon and prepare to do battle with a formidable enemy. The next enforcer that marches into the control room is decked out in heavy armor and also equipped with an Authority Pulse Cannon. As soon as you spot him, open fire. Each shot that hits this enforcer knocks him back, preventing him from attacking. Keep up the pressure, stripping away his armor with each hit until he falls to the ground. However, if he manages to open fire, immediately take cover behind the crates near the room's entrance. From there you can toss an HE Grenade toward him. The detonation of an HE Grenade is enough to stun him, allowing you to rip into him with your own Authority Pulse Cannon.

7
Authority Pulse Rounds
610

After exiting the control room, turn right to enter this corridor. A squad of three enforcers attempts to halt your advance here. Toss an EMP Grenade at the enforcer carrying the energy shield and then immediately open fire on all three enforcers with the Advanced Pulse Cannon. If you act quickly, you can catch all three in the weapon's rapid fire before they can spread out. Each hit causes them to stumble backward, preventing them from firing their weapons. Attack these guys aggressively until they're all down. More Authority Pulse Rounds can be found on a crate at the end of the corridor. Continue down the adjoining hall and ride the lift to reach the Nexus Core.

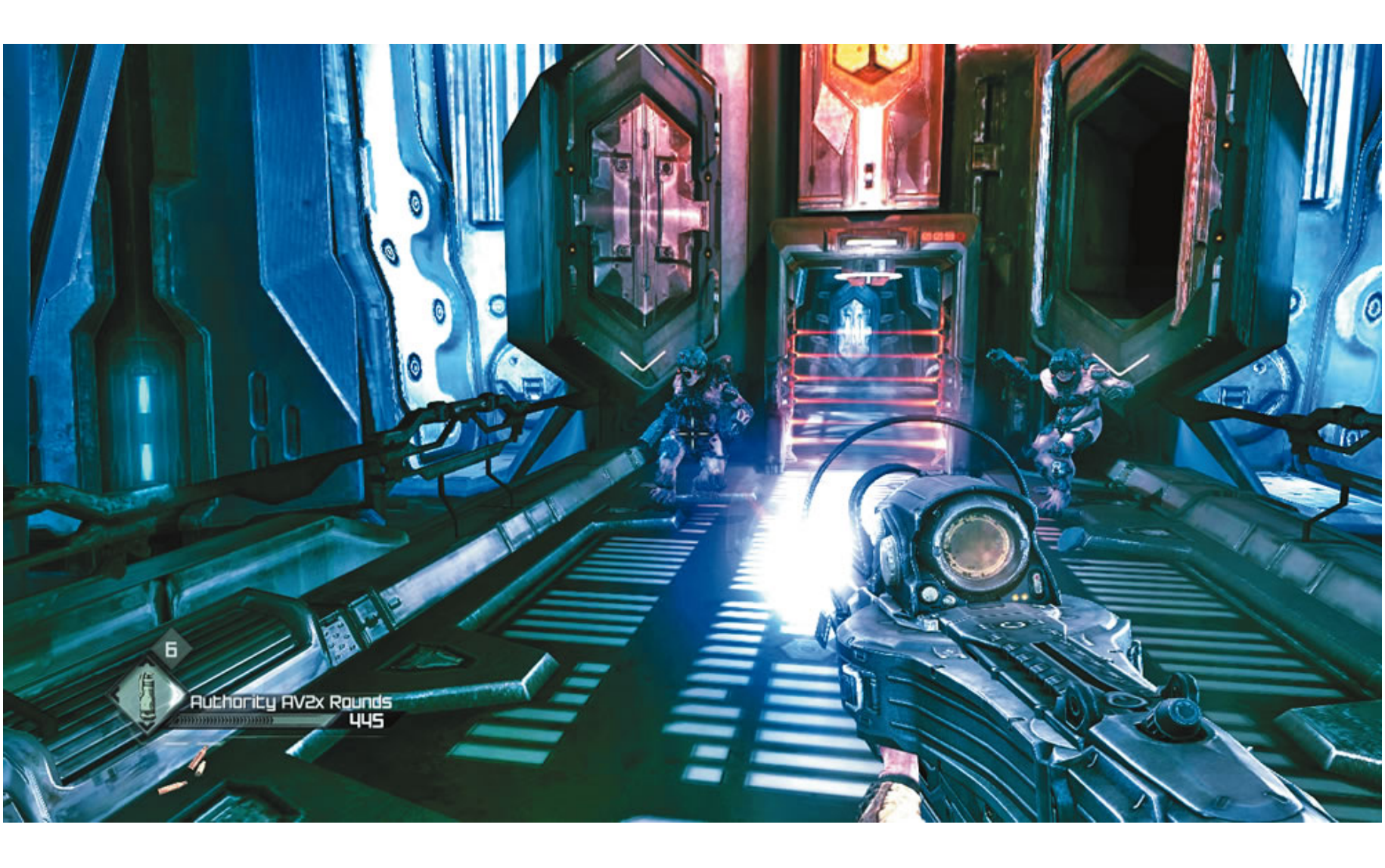
Nexus Core

New Objective: Initialize the Nexus Core



Step off the lift and advance to this bridge-like structure. A security gate closes behind you, preventing escape. Halfway across the bridge, several Authority mutants climb over the railings and attack. These are the experimental mutants Elizabeth warned you about. Each mutant is covered in light armor and their right arms have been replaced by a powerful pulse weapon. Move side to side to avoid getting hit by the incoming blue pulse blasts and take cover behind one of the crates if necessary. These mutants don't just shoot—they also charge at you and perform melee attacks. Fortunately, it doesn't take more than five shots from the Authority Pulse Cannon to kill these mutants. Keep moving and turning to avoid getting clubbed in the back by a mutant. Also, keep some Bandages ready to heal yourself. If your Authority Pulse Cannon runs out of ammo, instead of reloading, switch to your Authority Machine Gun to finish off the mutant attackers. Once all the mutants are dead, grab some BFG Rounds from the center of the bridge, then interact with the green terminal screen at the far end to initialize the Nexus Core. Step onto the platform and ride it as it rises higher within the core's chamber. You must reach the very top of the Nexus Core chamber and interact with the terminals found there to initiate the emergence of the other Arks.

New Objective: Upload Ark coordinates



When the platform comes to a stop, turn toward the walkway blocked by a security barrier. As you step onto the walkway, two Authority mutants drop out of the hatches flanking the barrier. Mow both mutants down with your weapon of choice. Next, descend one of the two ramps flanking the walkway. Both ramps lead to the same platform where you must interact with a green terminal screen to deactivate the security barrier. Return to the walkway above and watch for more Authority mutants hopping out of a hatch near the deactivated security barrier, as well as in the adjoining corridor. Dodge their pulse and melee attacks while hitting them with your Authority Machine Gun or Authority Pulse Cannon.

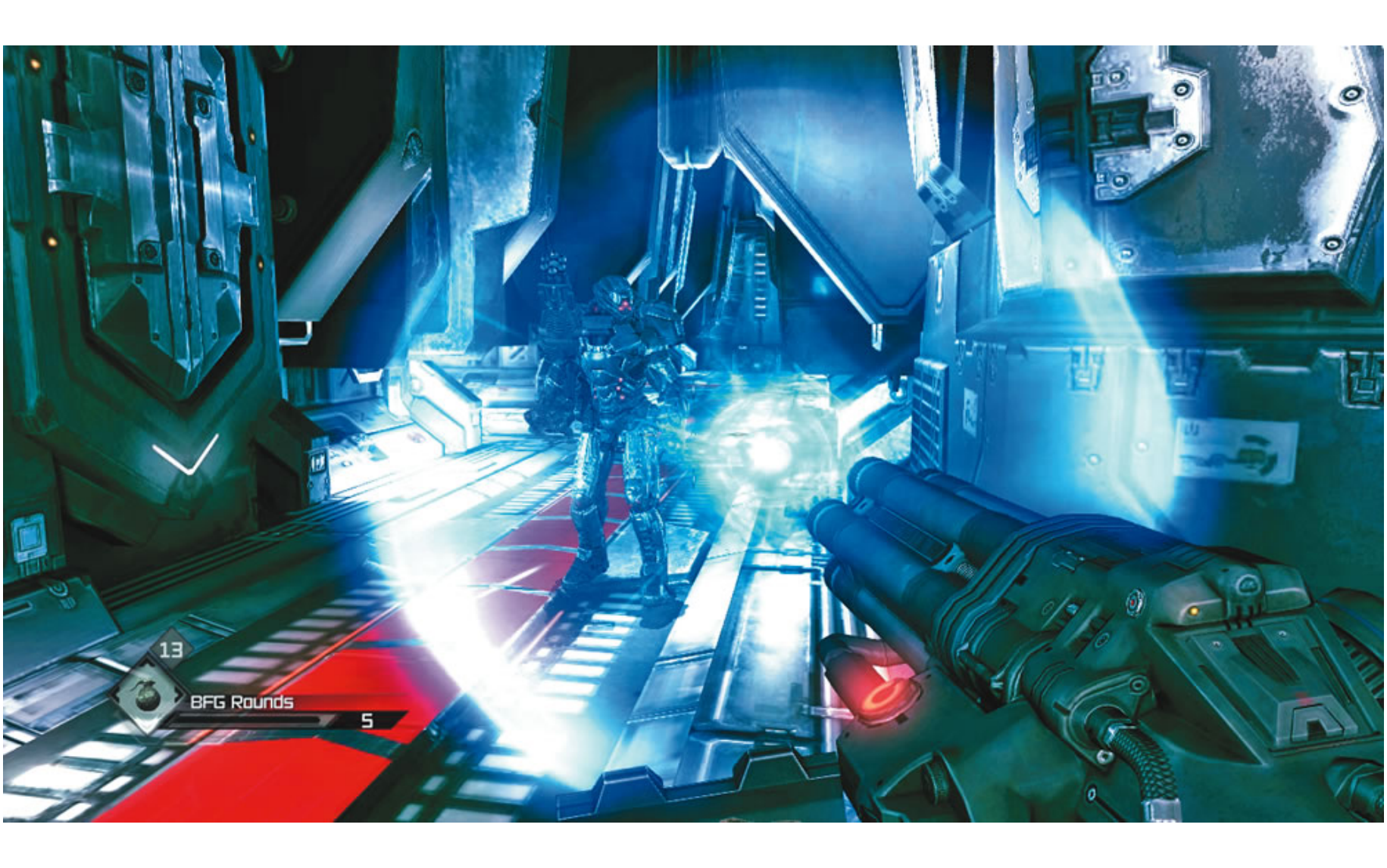
SECTOR
5
Authority AV2x Rounds
373

Turn left in the next corridor and watch out for more Authority mutants popping out of the hatches embedded in the walls. Further down the hall you're attacked by a squad of enforcers. If you haven't already, equip your Authority Pulse Cannon and immediately open fire while tossing an EMP Grenade at the lead enforcer carrying an energy shield. The Authority mutants fight alongside the enforcers, so don't let your guard down. Clear out the corridor and then board the lift at the far end. Ride the lift to access a new walkway, higher in the Nexus Core chamber.

Prepare to engage more Authority mutants after you step off the lift—the Authority Pulse Cannon serves you well in this fight. Descend one of the ramps flanking the walkway while blasting the mutants. There is a green terminal screen just below the walkway where you entered. Interact with this screen to raise the platform in the Nexus Core chamber, however be sure to clear out all the Authority mutants first. After interacting with the terminal, return to the walkway above and step onto the central platform.

5
BFG Rounds
4

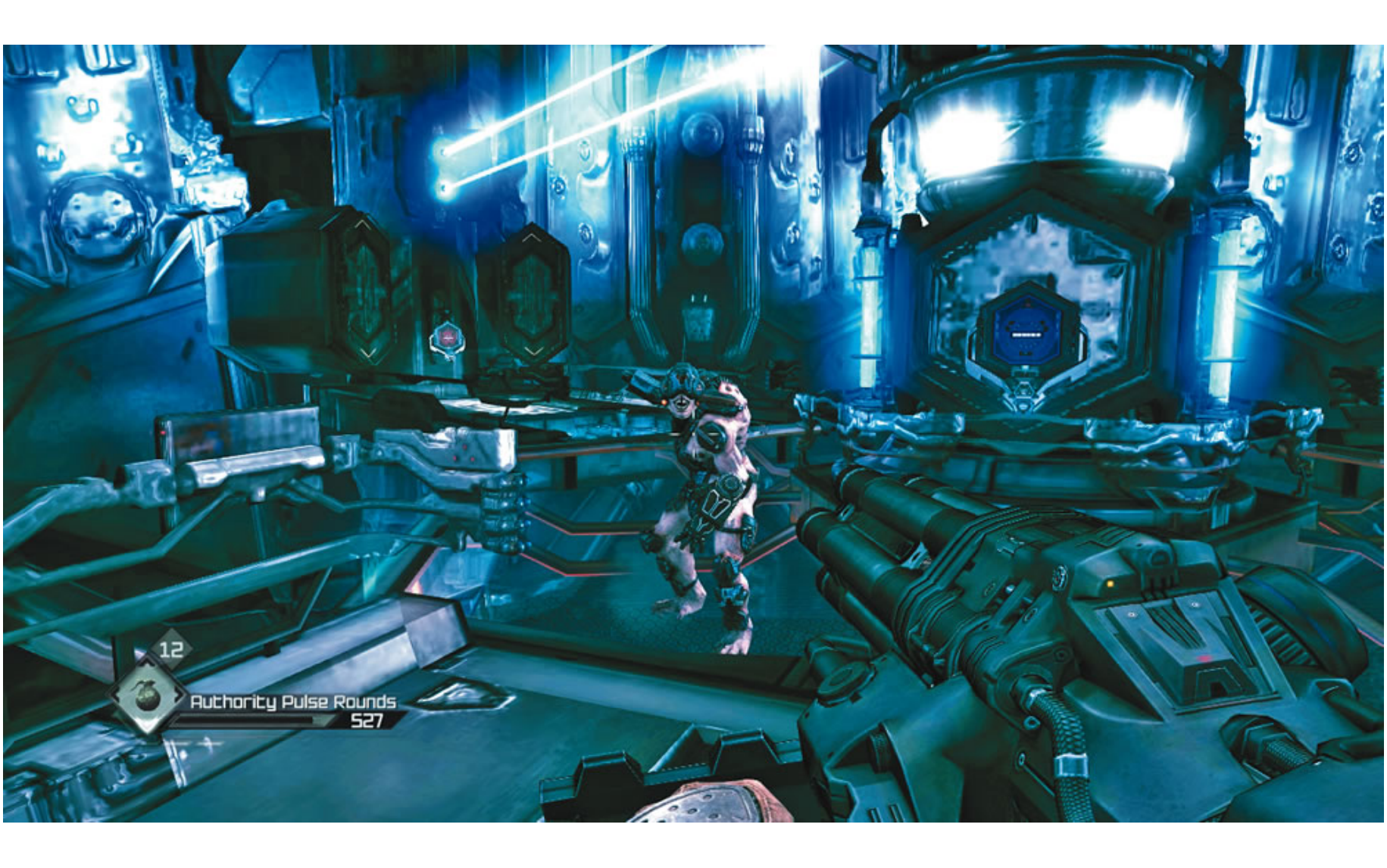
In the corridor beyond the platform, a small squad of enforcers approaches, joined by a heavily armored enforcer equipped with an Authority Pulse Cannon. Take cover behind one of the crates and load BFG Rounds in your weapon. Charge the weapon by holding down the trigger, then launch the BFG Round at the enforcers. The blast is strong enough to take out all the standard enforcers, but it only weakens the enforcer in heavy armor. Finish him off with Authority Pulse Rounds, along with any Authority mutants that show up. Grab the BFG Rounds on the crate near the doorway ahead and continue into the next corridor.



Upon entering this corridor, turn right and watch out for Authority mutants popping out of the hatches in the walls. Side step to avoid incoming pulse rounds and melee attacks while opening fire with your Authority Pulse Cannon. As you round the corner to the right, you come face to face with a few enforcers, including one equipped with an Authority Pulse Cannon. Backpedal if necessary to avoid getting hit by their incoming fire. If necessary, seek cover in one of the alcoves in the hall while exchanging fire. This is another good opportunity to fire a BFG Round. This instantly wipes out the standard enforcers while significantly weakening the guy with the Authority Pulse Cannon. Then finish him off with an HE Grenade. Grab the Authority Pulse Rounds at the end of the hall and then board another lift.

Nexus Core: Terminals

New Objective: Activate Satellite Positioning Terminal



When the lift stops, step onto the walkway and interact with the green terminal screen to raise the central platform higher into the Nexus Core chamber. Once the platform is in place, you can now access the four Nexus Core terminals required to raise the Arks. Step forward and interact with the green terminal screen on the central platform—this is the ID terminal. After decrypting the data on your ID Drive, you're ready to communicate with the other Arks. Locate the Satellite Positioning Terminal on the left and interact with its green screen. It takes a while to acquire the satellite positions, so step away from the terminal and battle the Authority mutants that are popping out of hatches surrounding the Nexus Core. Strafe around the central platform while opening fire with the Authority Pulse Cannon. There isn't much room to maneuver on this platform and the adjoining walkways, but it's important to keep moving, otherwise you'll be an easy target for the Authority mutants.

New Objectives:

- Activate the Coordinate Decryption Terminal
- Activate the Data Transmission Terminal

12
Authority Pulse Rounds
320

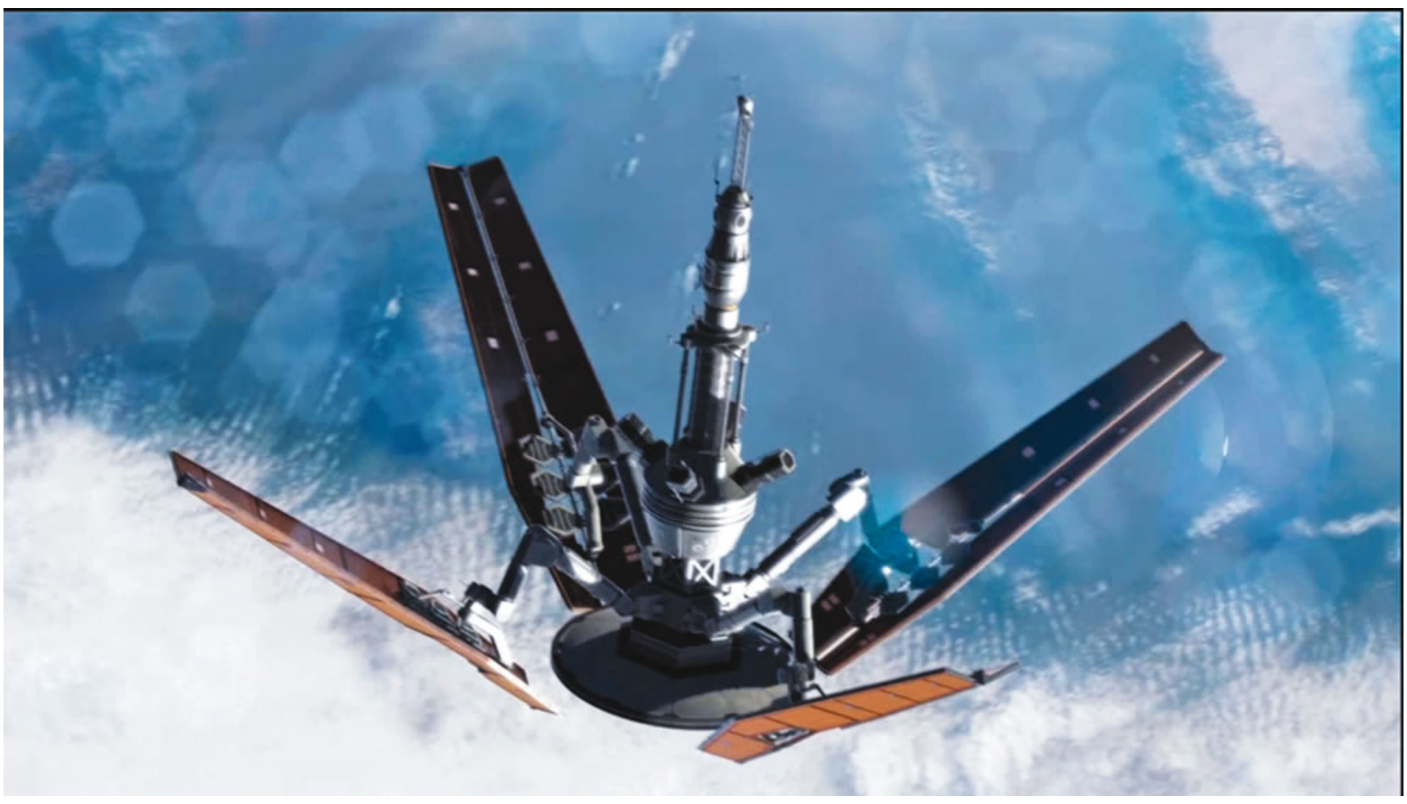
12
Authority Pulse Rounds
300

Eliminate the first wave of Authority mutants and listen for the computer to report that the satellite positioning is complete. Now you can interact with the Coordinate Decryption Terminal, located on the right side of the chamber. This triggers another wave of Authority mutants to appear, leaping from hatches surrounding the chamber. Once again, stay on the move and unleash carnage on your foes with the Authority Pulse Cannon. The action is too fast and frantic for firing BFG Rounds, so just keep pumping Authority Pulse Rounds into the swarming mutants. Once the second wave of Authority mutants is neutralized, you can finally interact with the Data Transmission Terminal. This sends the signal for all other Arks to emerge.

Eastern Wasteland

Epilogue

Epilogue



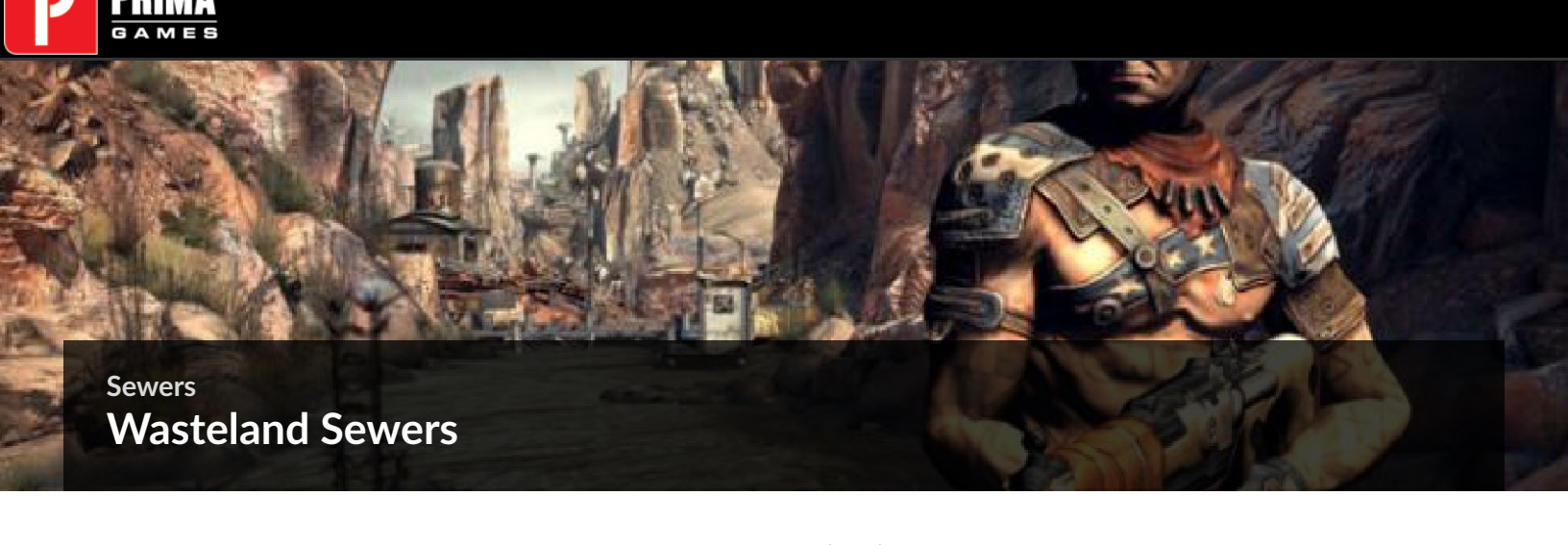
A long dormant satellite orbiting the planet suddenly comes to life, triggered by the transmission from the Nexus Core. Compiling the data from the ID Drive, the satellite locates the other Arks, still buried deep beneath the planet's surface. A simultaneous signal is sent to every Ark, causing them to emerge from the Earth's crust. Within minutes, Arks fill the Wasteland, each containing cryogenically preserved survivors from the past. Despite the Authority's attempt to suppress it, the Eden Project was a success. But now humanity faces new challenges. The Authority still maintains control of the Wasteland. However, the emergence of countless Ark survivors is a game changer, breathing new life into the Resistance movement. The revolution has begun!

Game Completion

The following achievements and trophies are earned for completing the campaign, based on the selected difficulty. The Obsessive Compulsive achievement/trophy is only earned by those who have completed every job, side job, jump, race, mini-game, and field goal, as well as gathering all collector cards and recipes.

Completion Achievements/Trophies

Icon	Name	Description	Gamerscore	Trophy
☠	Hey, not too rough	Finish the Campaign on any difficulty	50	Gold
☠	Hurt me plenty	Finish the Campaign on at least Normal difficulty	25	Silver
☠	Ultra-violence	Finish the Campaign on at least Hard difficulty	25	Silver
☠	RAGE Nightmare	Finish the Campaign on Nightmare difficulty	25	Silver
A	Obsessive Compulsive	Reach 100% Completion in the Campaign	75	Gold

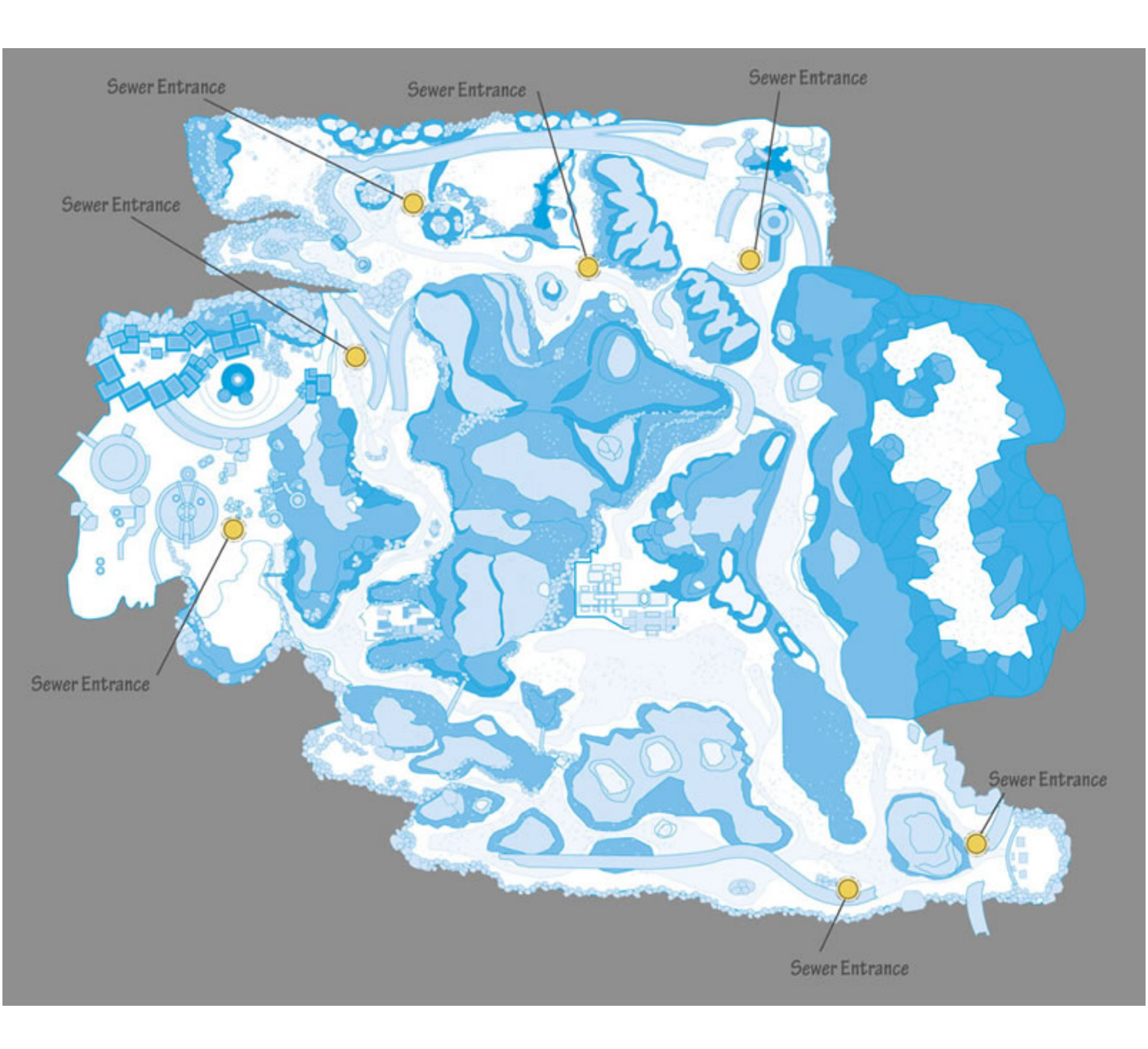


Sewers

Wasteland Sewers

The Wasteland Sewer Missions are part of a downloadable content (DLC) package providing some extra mutant-blasting gameplay and looting opportunities. There are nine sewer areas in all: seven in the Wasteland and two in the Eastern Wasteland. Each sewer can be accessed via a hatch and one that's only available in the Wasteland Sewers DLC. Each sewer has an entry hatch and an exit hatch. You can only enter through the entry hatch and you can only exit through the exit hatch. Once you commit to entering a sewer area, you must advance through the whole level to get out. Therefore, make sure you're well prepared to confront scores of angry mutants. In addition to mutants, the sewers also contain a wide range of objects you can collect and sell for a profit. Each sewer area has a loot pile, resembling a stack of bones and skulls. These loot piles contain the most valuable objects, including Mutant Adrenal Glands—a rare ingredient required to make Adrenaline Overdrive.

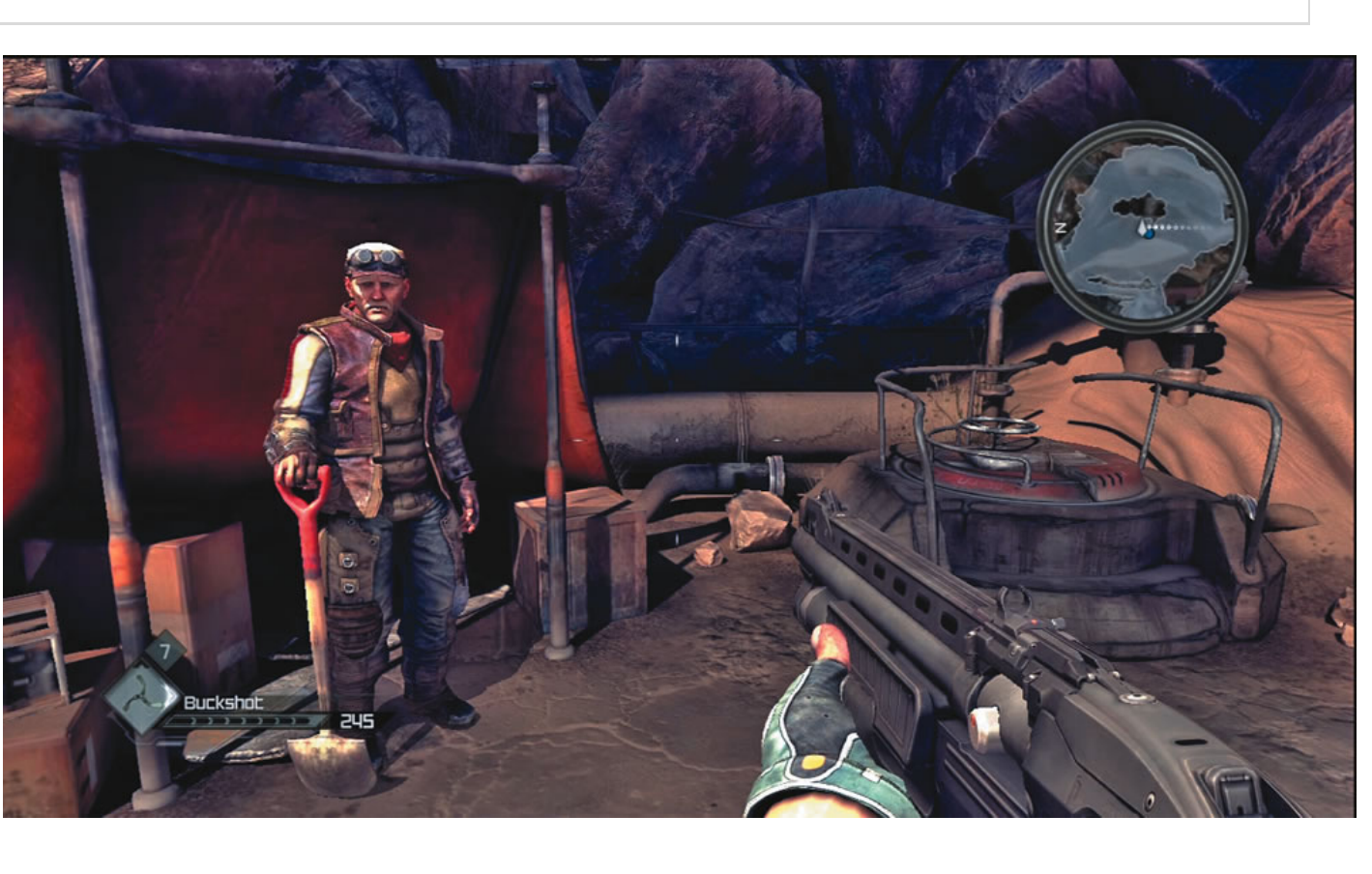
Wasteland Sewers



Ark Area Sewers

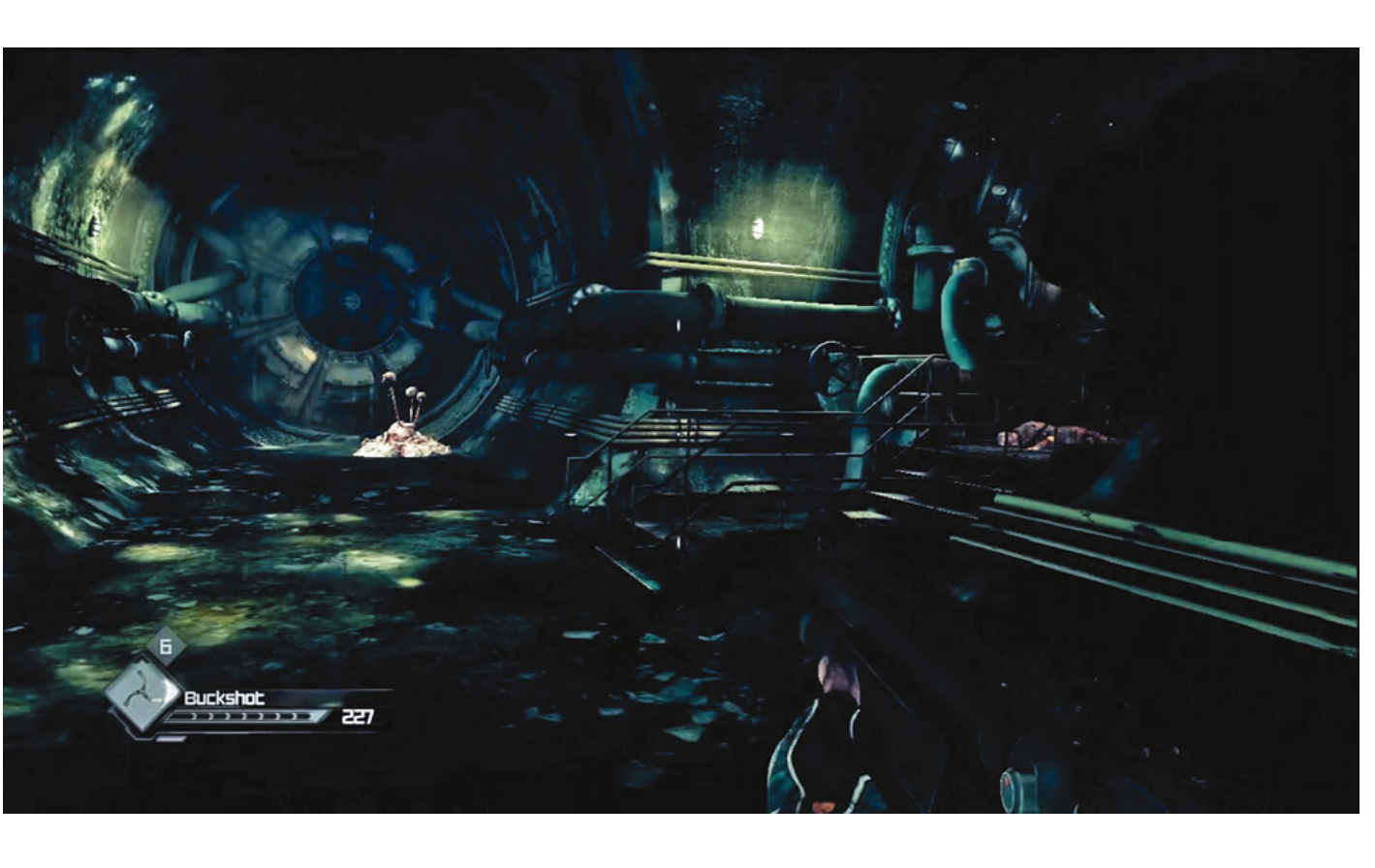
Notable Loot

Icon	Item	Quantity
	Pistol Rounds	48
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



The entrance to this sewer system is located not far from the dam facility, where you exited the Ark and the Wasted Garage. Look for a prospector named Steiger standing near the hatch. Steiger warns you that the sewers are a dangerous place crawling with mutants. But he also mentions that the mutants have stashed their loot in the sewers, suggesting you might find several valuables. Before entering this sewer (or any sewer) make sure you have at least 50 rounds of Buckshot for your Combat Shotgun and a few Wingsticks. When you're ready to enter, interact with the hatch.

5
Buckshot
236



Upon first entering the sewer, silently take off the first mutant's head with a Wingstick. Staying quiet isn't a long-term option, so be ready to blast the incoming mutants with your Combat Shotgun. Search the closet to the left for some junk and Pistol Rounds, then descend into the damp tunnel. Here you come under attack by multiple mutants. Hold your ground and finish off mutant after mutant by tossing Wingsticks and firing your Combat Shotgun. Continue upstairs to a large tubular tunnel and blast a few more mutants. At the end of the tunnel is a pile of bones. Loot this pile to retrieve a Small Battery Pack, a Nanotrite Conduit, and a Mutant Adrenal Gland. To exit the sewer, take the passage to the right and interact with the ladder.

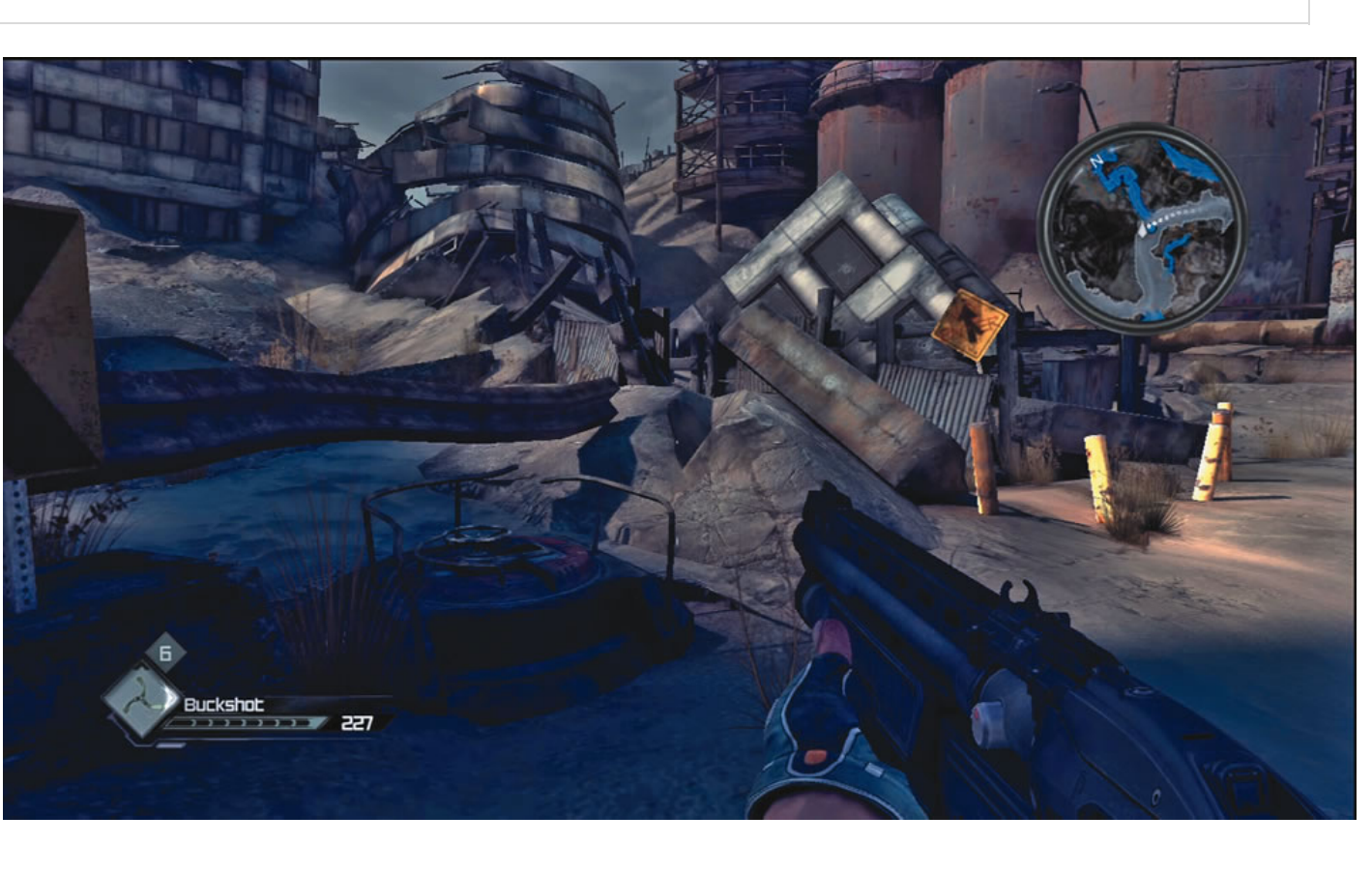
Tip

Don't forget to loot the bodies of the dead sewer workers. Although they've been dead for a while, their pockets still hold valuables, such as cash. The sewers are also filled with Gas Liters, Oil Liters, and other Small Objects you can sell.

Outrigger Sewers

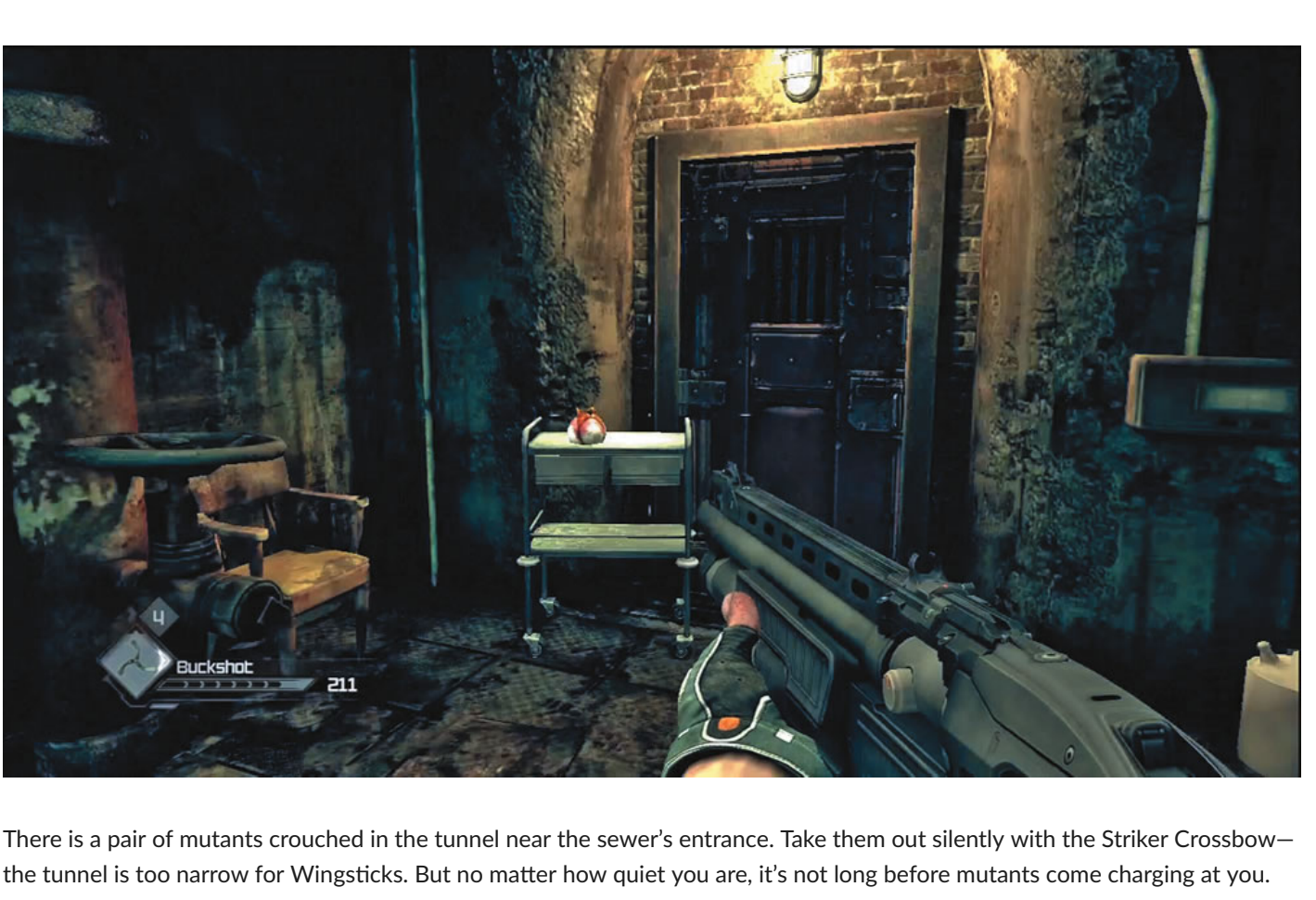
Notable Loot

Icon	Item	Quantity
	Desert Spore	1
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



You can find the entrance to this sewer near the path leading to the Radio Tower and Wasted Garage, just north of the Outrigger Settlement. Before interacting with the hatch, make sure you have enough ammo (and Bandages) to survive another intense encounter with rabid mutants.

4
Buckshot
223

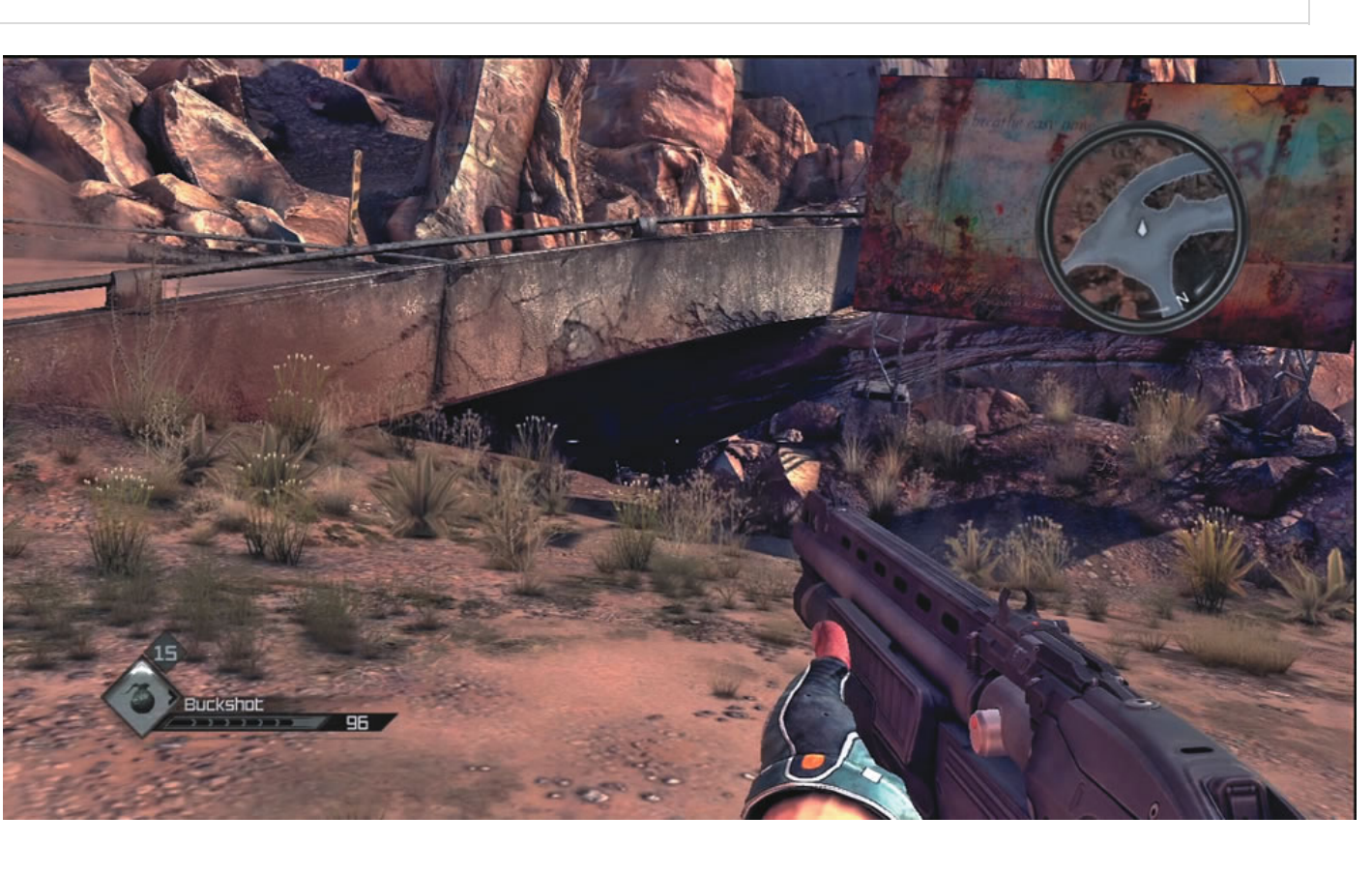


There is a pair of mutants crouched in the tunnel near the sewer's entrance. Take them out silently with the Striker Crossbow—the tunnel is too narrow for Wingsticks. But no matter how quiet you are, it's not long before mutants come charging at you. Greet them with a volley of Buckshot fired from your Combat Shotgun. When possible, utilize the narrow doorways as chokepoints. Doorways restrict movement, preventing the mutants from flanking you. Simply fire into the doorway, blasting every mutant that comes charging through. Climb the set of stairs at the end of the passage and scour the upper level for loot. The mutant stash of loot is located in a dark alcove off a narrow corridor—look for the pile of bones. Don't leave just yet. Not far from the pile of bones you can find a Desert Spore at the end of the adjoining passage. Once you've gathered all the loot you can find, return to the lower floor and take the passage on the right to find the ladder leading out of this sewer.

Southern Sewers

Notable Loot

Icon	Item	Quantity
	Feltrite Crystal	2
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



The entrance to the Southern Sewer is located west of Wellspring, concealed beneath the highway on-ramp in Wasted Territory. Before exiting your vehicle, eliminate the nearby bandit guard tower by either crashing into it or by demolishing it with Homing Rockets. Also, make sure the area is clear of bandit vehicles—scan the minimap for red dots before making a move for the sewer hatch beneath the on-ramp.

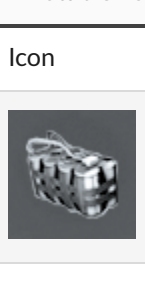
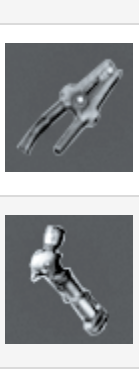
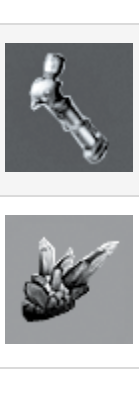
15
Buckshot
109

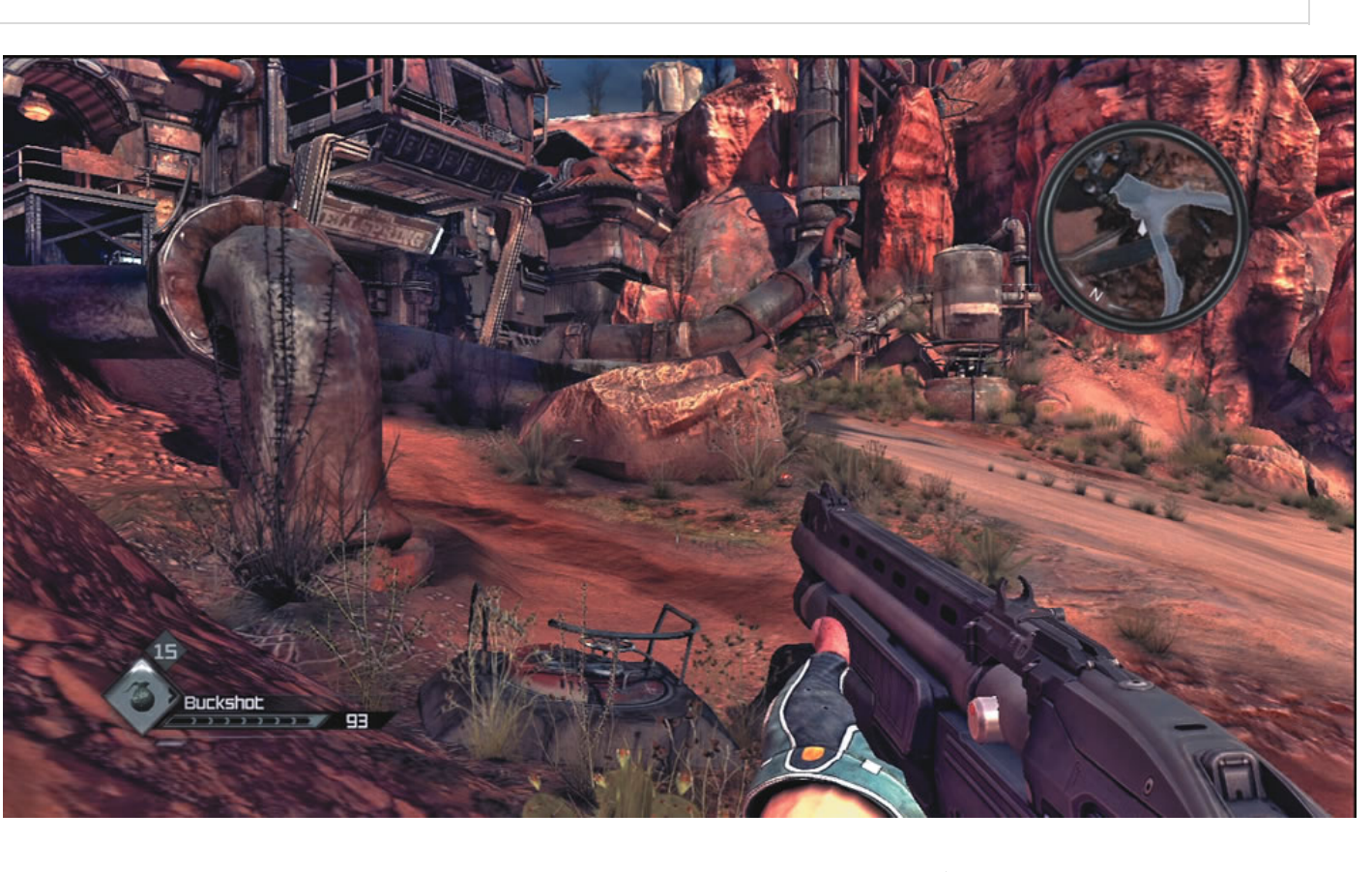
15
Buckshot
103

Near the entrance of this sewer there are three mutants, all with their backs turned. Use the Striker Crossbow to take all of them out silently one by one. If they're alerted, the mutant on the lower catwalk begins launching fireballs at you, so be ready to open fire with your Combat Shotgun. Take the path to the right to locate a pair of Feltrite Crystals at the end of a dead-end passage. However, watch out for mutants sneaking up behind you once you've pocketed the crystals. Return to the entrance and follow the adjoining passage into the next area, blasting mutants along the way. At the end of the narrow tunnel, ignore the passage to the left for now and head right until you come to a dead end. Look for the pile of bones on the left side of the dead end to retrieve the mutant loot. Backtrack through the sewer and take the passage you ignored earlier to find the ladder leading out of the sewer. If you didn't take out the guard tower above, be ready to take cover when emerging from the sewer hatch—the sewer exit is right next to the guard tower.

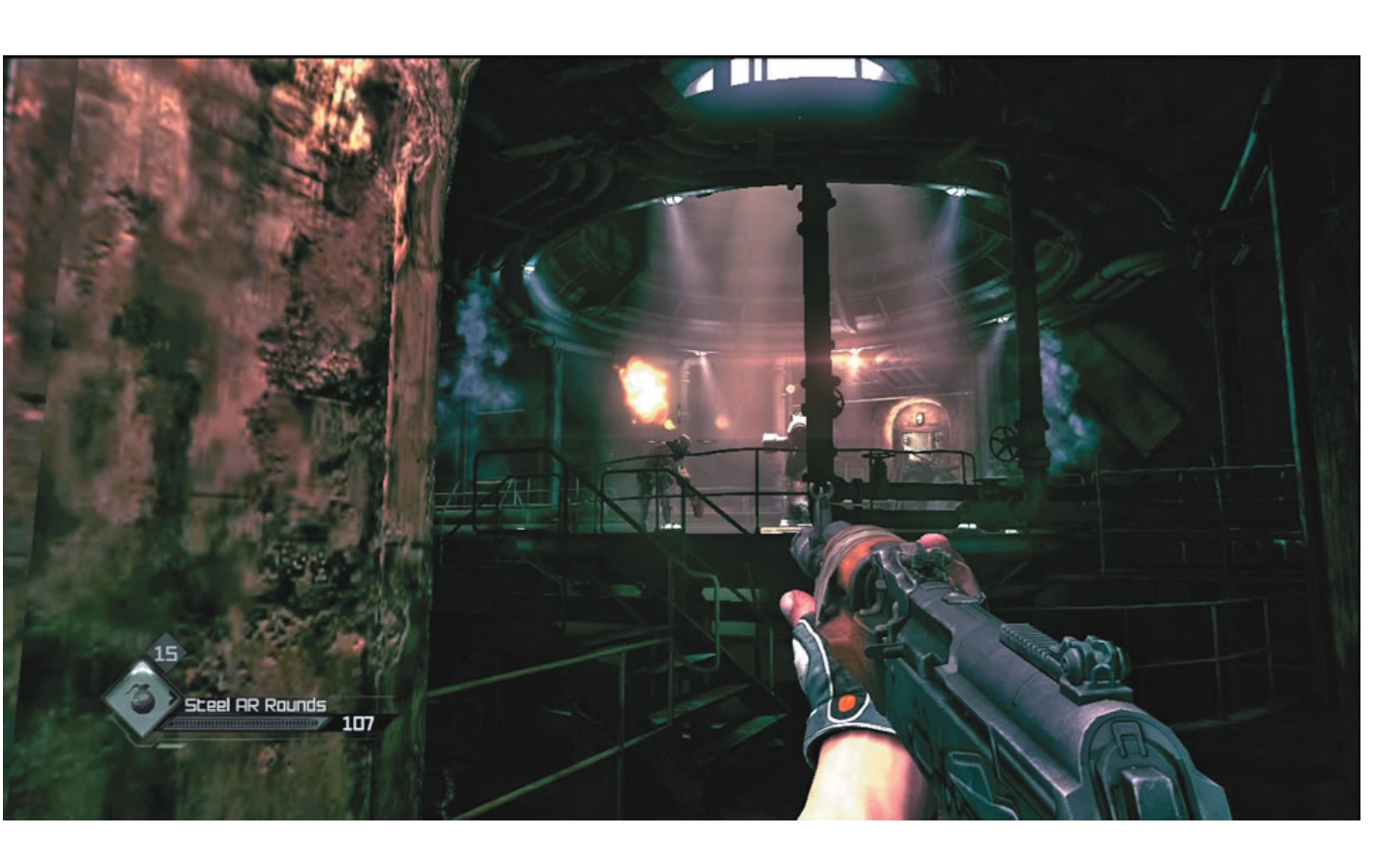
Wellspring Sewers

Notable Loot

Icon	Item	Quantity
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1
	Feltrite Crystal	2



Look on the north side of the road leading into Wellspring to find this sewer entrance—it's only a few meters away from the town's gate. As usual, make sure you have enough ammo before dropping through the hatch. Coffer's shop isn't far away, so consider stocking up on ammo and supplies before entering the sewers.

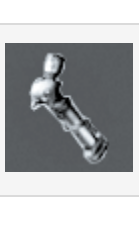


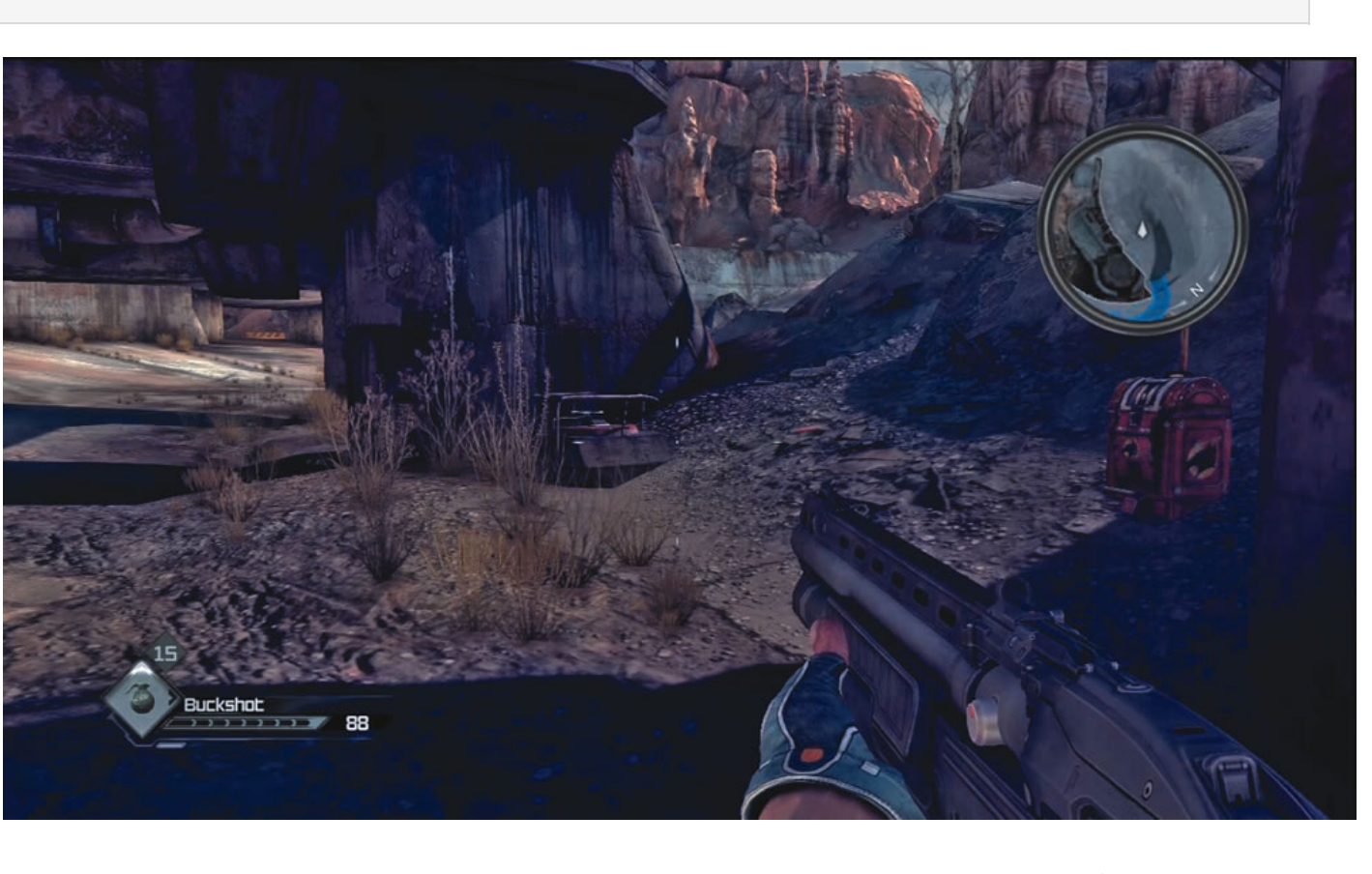
15
Buckshot
104

Sneak up behind the mutant at the end of the long passage near the entrance and drive a Steel-Tipped Bolt through his skull using the Striker Crossbow. Be ready to follow up with the Combat Shotgun as more mutants come charging at you. As you advance through the sewer, you come under attack by a mutant launching fireballs at you. Take him out with your Assault Rifle, then continue through the adjoining passage with your Combat Shotgun at the ready. Cross over a set of catwalks, blasting mutants along the way. The mutants have stashed their loot in a closet at the end of the adjoining passage. Rummage through the pile of bones, then loot the other items on the shelves. After raiding the closet, prepare to blast a few more mutants on your way to the ladder, located off the passage to the right. Just beneath the ladder are a pair of Feltrite Crystals—don't forget to grab them before exiting.

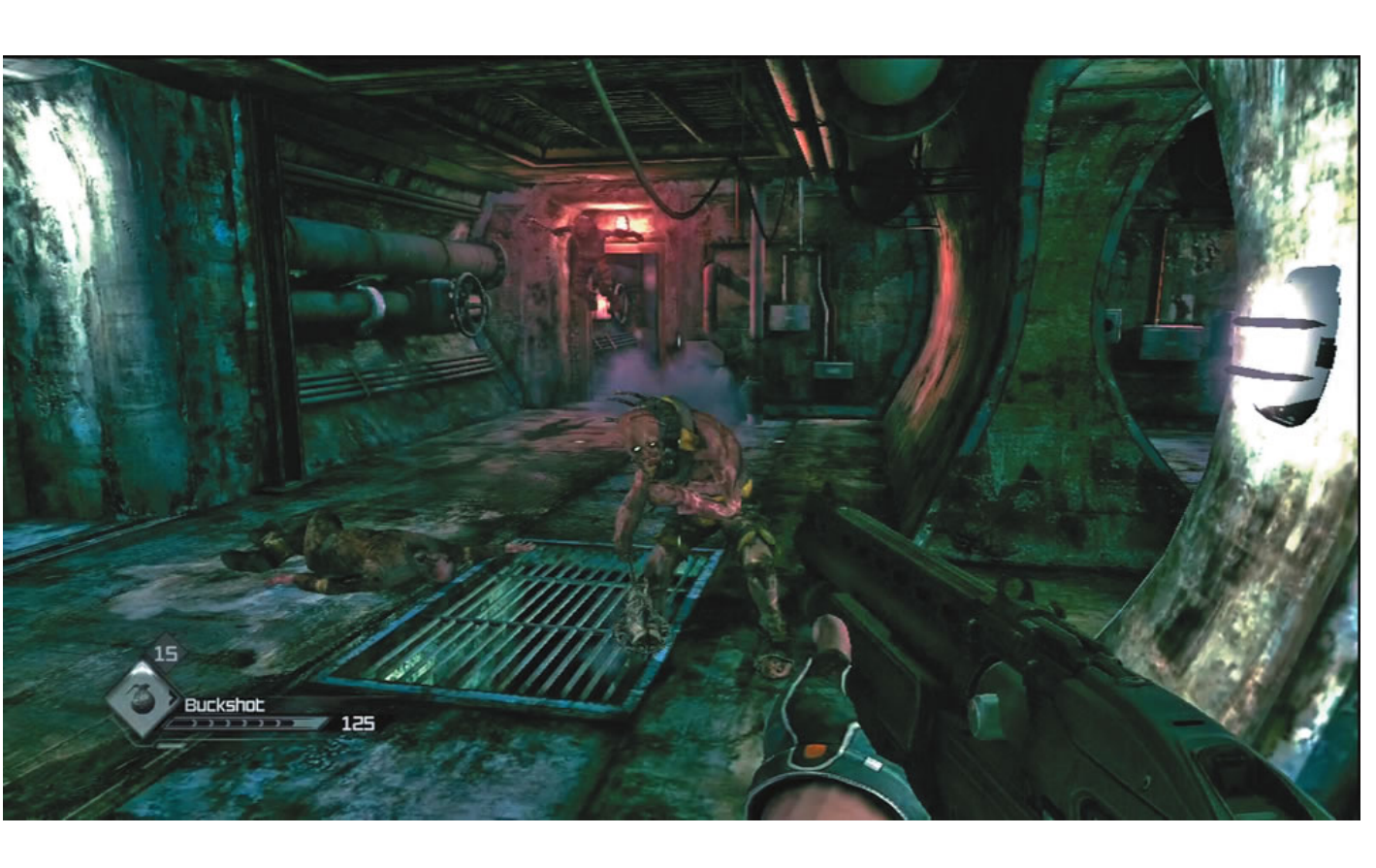
Northern Sewers

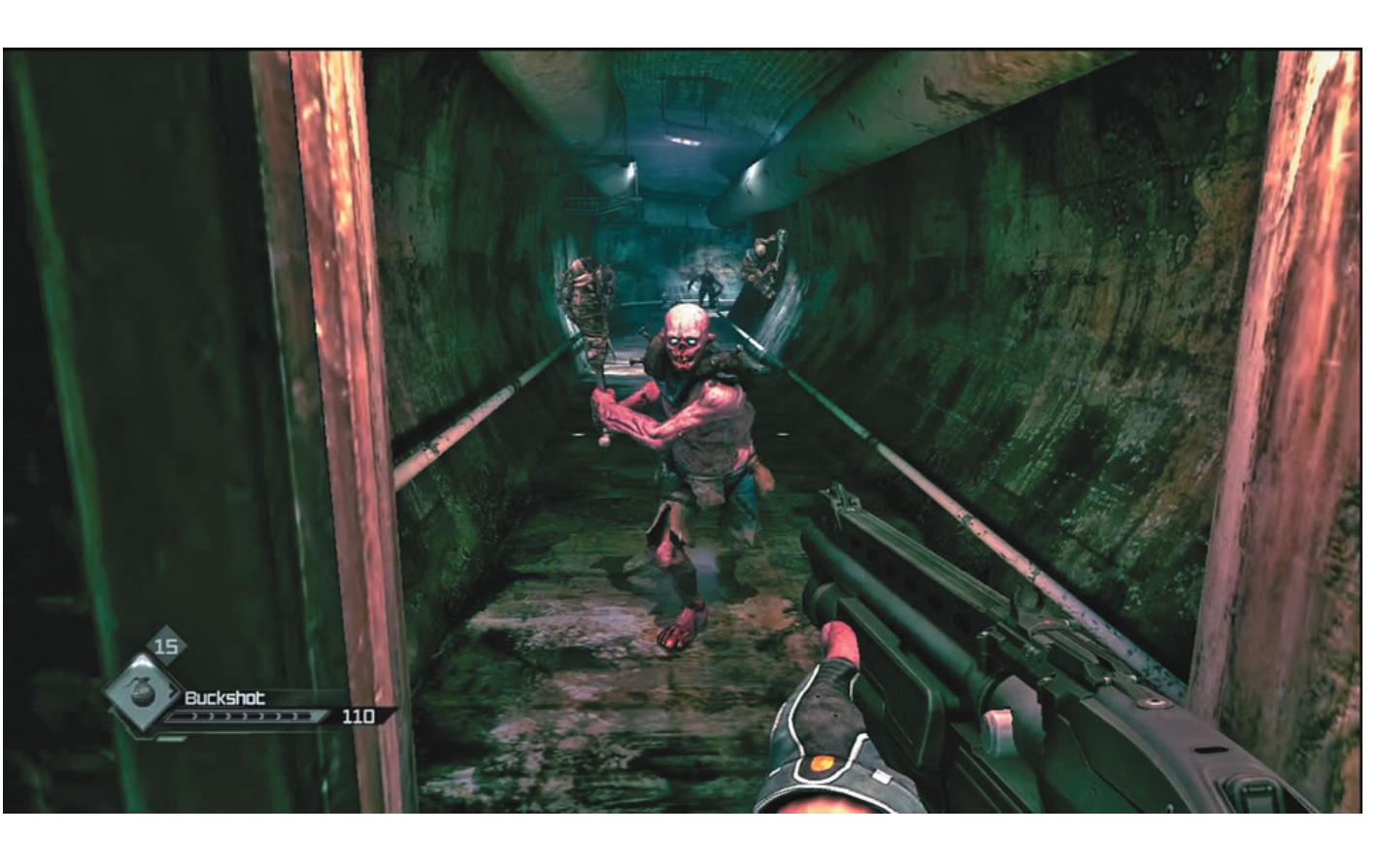
Notable Loot

Icon	Item	Quantity
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



The entrance to the Northern Sewer is located in Scorcher Territory beneath the highway bridge. If you're having trouble finding it, look for the red Stanley Express mailbox—the sewer hatch is right next to it. This is a dangerous place to exit your vehicle, so make sure you've eliminated all bandit vehicles in the area before making a dash for the hatch.

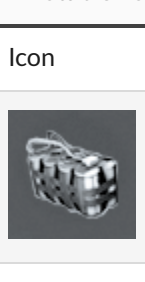
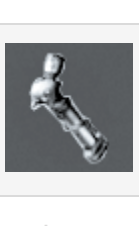


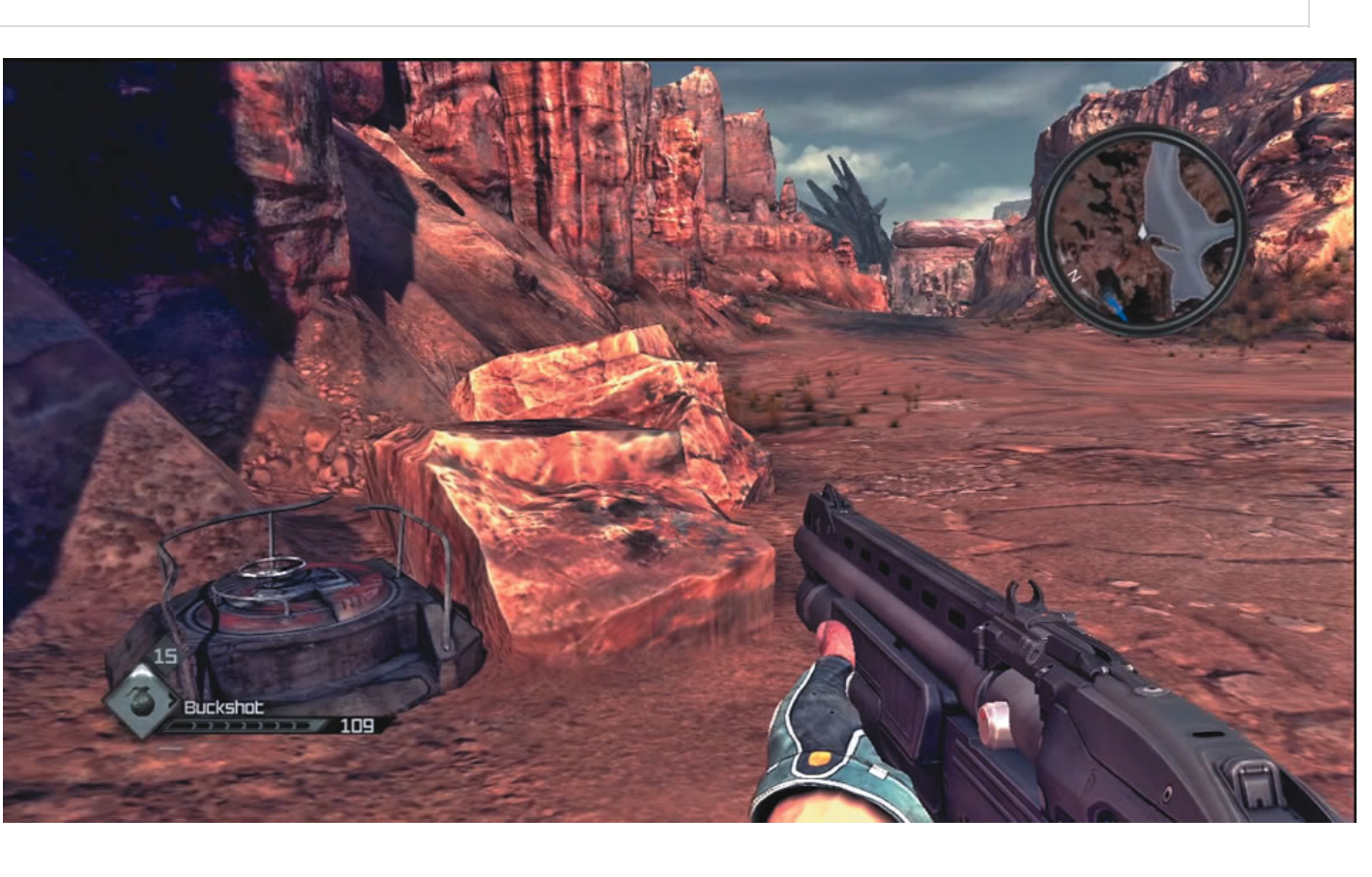


Once again, get the jump on the first pair of mutants by silently dropping them with your Striker Crossbow. Fight your way past more mutants while searching a couple of supply closets on the top floor—the closets contain an assortment of Gas Liters, Food Cans, Tools, Beer Bottles, and Small Objects. Once you've scoured the top floor, head downstairs and take the first passage on the right to locate the mutant loot room. Before grabbing any objects, turn around and fend off a wave of mutant attackers, blasting them one at a time with your Combat Shotgun. Grab the loot and return to the previous passage, blasting mutants along the way. Advance through a large tubular pipe to reach the ladder leading back up to the Wasteland. The mutants attack in waves during your egress, so hold your ground using your Wingsticks and Combat Shotgun to eliminate the threats.

Kvasir's Sewers

Notable Loot

Icon	Item	Quantity
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1
	Rocket Launcher	1



Look for this hatch on the north side of the road, beyond the Northern Watch Tower. The hatch is positioned on the cliff overlooking Kvasir's lab. Before exiting your vehicle, destroy the nearby bandit guard tower and eliminate any bandit vehicles in the area. Once the area is clear, park your vehicle and drop through the hatch to enter the sewers.

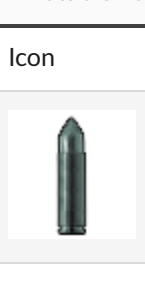
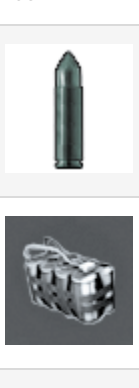
15
Buckshot
121

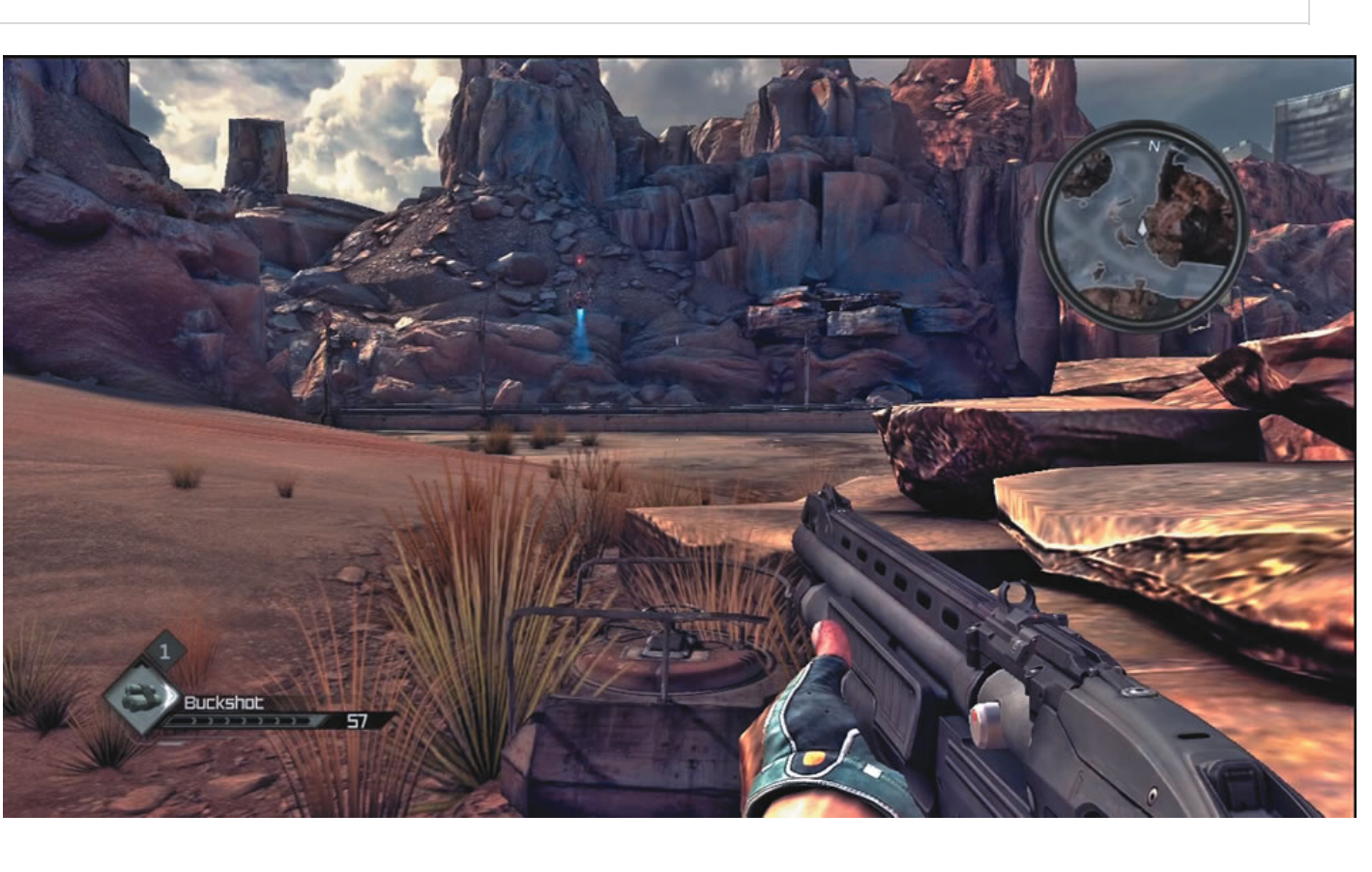
15
Buckshot
111

There's no sneaking up on the mutants in this sewer. Blast the first two mutants as they pop out of openings in the floor and ceiling. More come rushing through the doorway ahead, so hold your ground and finish off all the attackers before heading upstairs. At the top of the stairs you're ambushed by more mutants. Pick them off one at a time, and make sure they don't surround you. After clearing the upper floor, take another set of stairs down to a narrow passage, eliminating more mutants along the way. The passage leads to a large tubular pipe. Advance down the pipe, using Wingsticks and your Combat Shotgun to dispatch the mutants. The pile of bones is located at the end of the pipe. Grab the loot contained within the pile of bones and then turn to the passage on the right to locate the ladder exit. Before reaching the ladder, look on the ground for a Rocket Launcher. If you haven't entered the Dead City yet, this may come in handy.

Plateau Sewers

Notable Loot

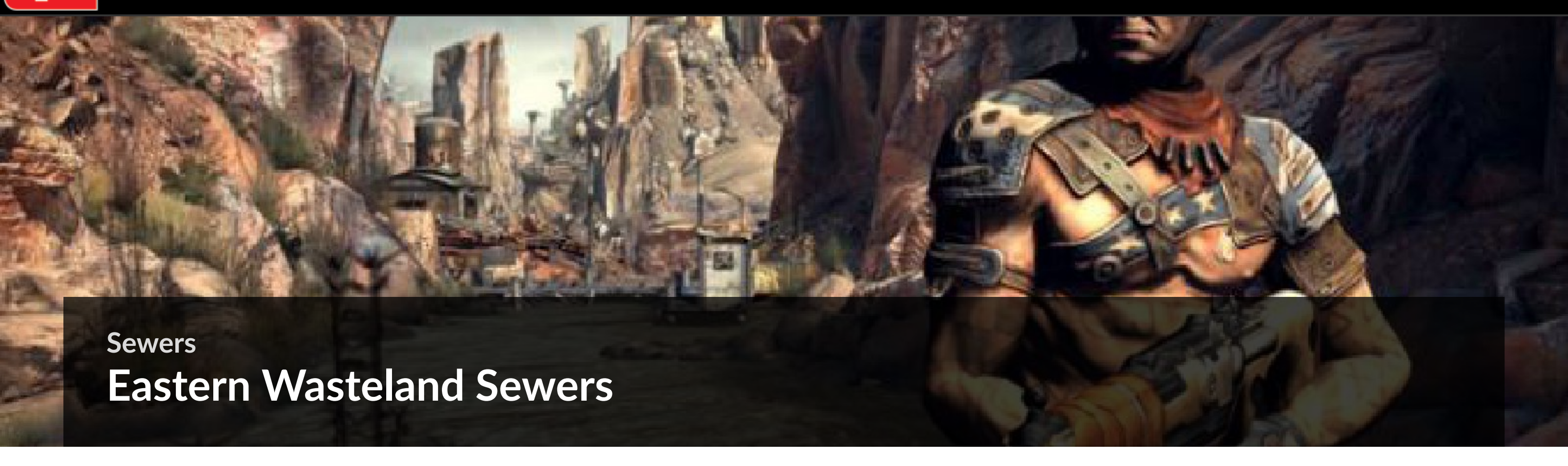
Icon	Item	Quantity
	Pistol Rounds	50
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



The Plateau Sewers is the largest and most dangerous sewer in the Wasteland. Make sure you have plenty of Buckshot for your Combat Shotgun and at least five HE Rockets for your Rocket Launcher before entering—a few extra Bandages is a good idea, too. The entrance to this sewer is located near the Northern Watch Tower. Just look for the Dedicated vehicle jump, marked by the hovering drone nearby. The sewer hatch is partially obscured by some weeds by a large rock.

1
Authority MG Rounds
101

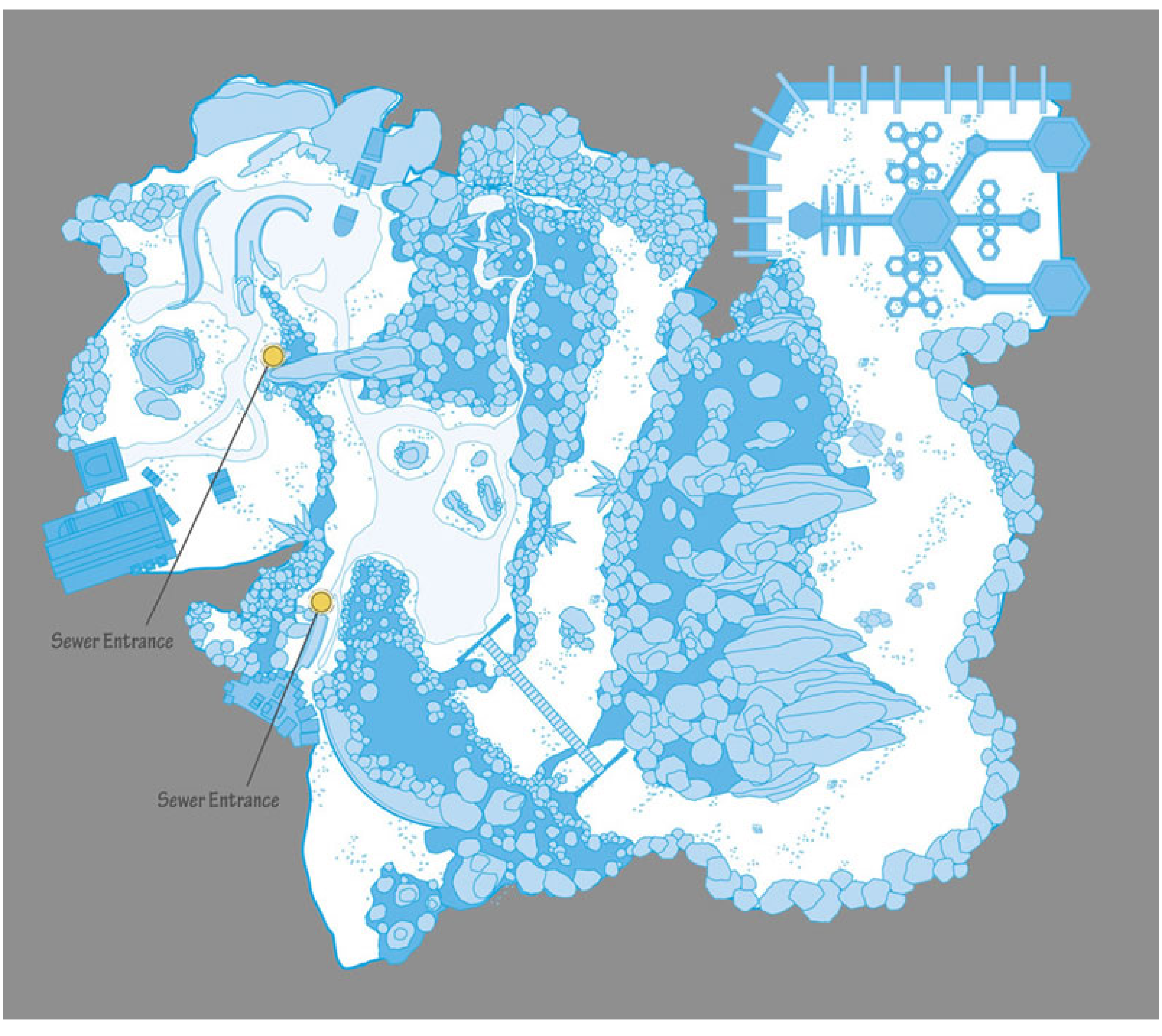
Blast the mutant in the control room near the sewer entrance. Grab the Pistol Rounds on the floor, then descend a long ladder to the floor of the sewer complex. As soon as your feet hit the ground, a large group of mutants comes charging at you. If you have a Sentry Turret, now's a great time to deploy it. After blasting several mutants, a launcher mutant appears in the distance. Dodge his explosive attacks while continuing to kill mutants with your Combat Shotgun. If you have a Rocket Launcher, open fire on the launcher mutant with HE Rockets until he slumps to the ground. If you don't have a Rocket Launcher, the launcher mutant can still be killed with your Assault Rifle or Authority Machine Gun. Continue advancing through the sewer complex, using the narrow doorways to funnel mutant traffic. Hit the mutants with your Combat Shotgun as they come charging through the doorways one at a time. The pile of bones is located the end of the sewer complex. Grab the loot and make your way to the nearby ladder to return to the surface.



Sewers

Eastern Wasteland Sewers

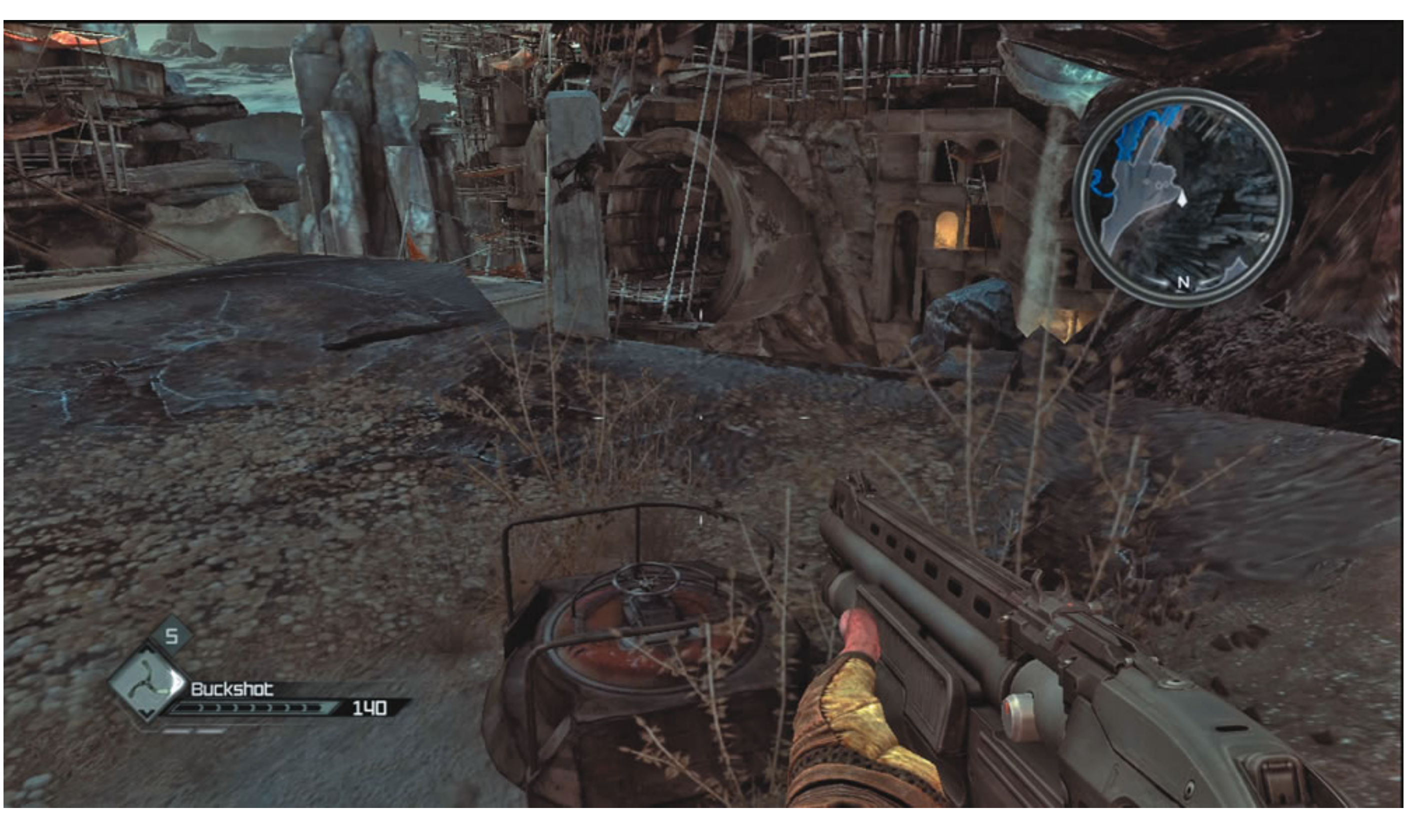
Eastern Wasteland Sewers



Subway Town Sewers

Notable Loot

Icon	Item	Quantity
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1



Look for this sewer hatch outside Subway Town, just west of the bridge. Park your vehicle on the road and hike along the rocky slope. Take a glance at your inventory before dropping through the hatch. There are only standard mutants inside this sewer, so you should be able to handle them all with your Combat Shotgun and several rounds of Buckshot.

Buckshot
164

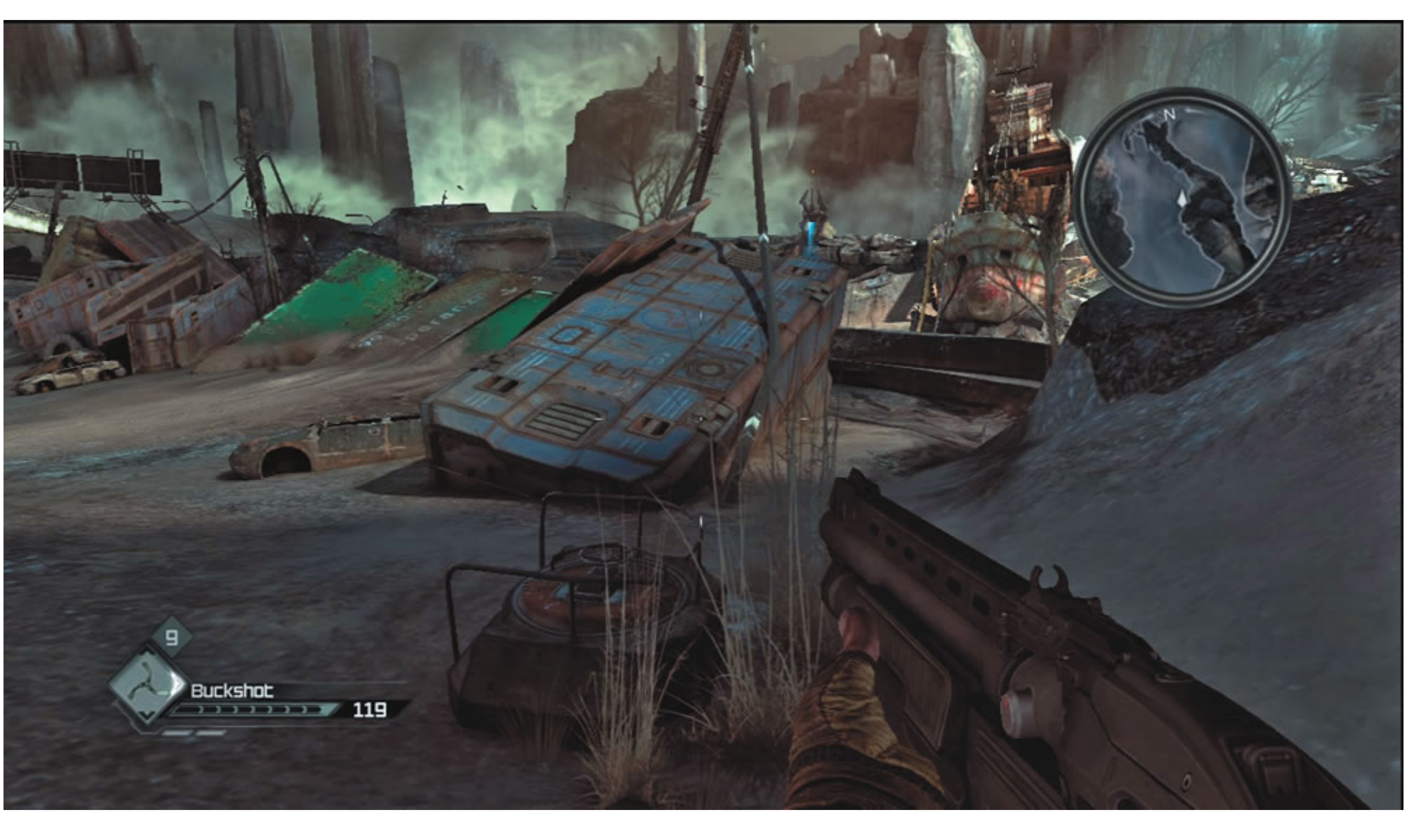
5
Buckshot
140

Make your way across the catwalk at the start of this sewer system, blasting mutants along the way. Head upstairs and clear out a few more mutants, then search the nearby supply closet for some random junk. In the adjoining passage you come to a Y-intersection. Take the path to the right first to reach another supply closet filled with low value objects, then return to the intersection to continue your advance. A second side passage on the right leads to another supply closet. Proceed to the large tubular tunnel and fight your way past more mutants until you reach a passage on the left. The narrow corridor leads to another catwalk system occupied by mutants. Once the mutants are all dead, step onto the catwalk system and take a left to access another supply closet containing the mutant loot as well as some Gas and Oil Liters. On the way to the ladder, you come under attack by more mutants on the catwalk system, including one lobbing fireballs at you from a distant walkway. Deal with the charging mutants first, then toss a Wingstick at the fireball-lobbing mutant. When throwing Wingsticks, mind the vertical supports flanking the catwalks—hitting one of these can send your Wingstick flying in an unpredictable direction. The ladder out is located at the end of the catwalk system. Interact with the ladder to climb to the surface.

Shipyard Sewers

Notable Loot

Icon	Item	Quantity
	Pulse Shot	2
	Small Battery Pack	1
	Nanotrite Conduit	1
	Mutant Adrenal Gland 1	1

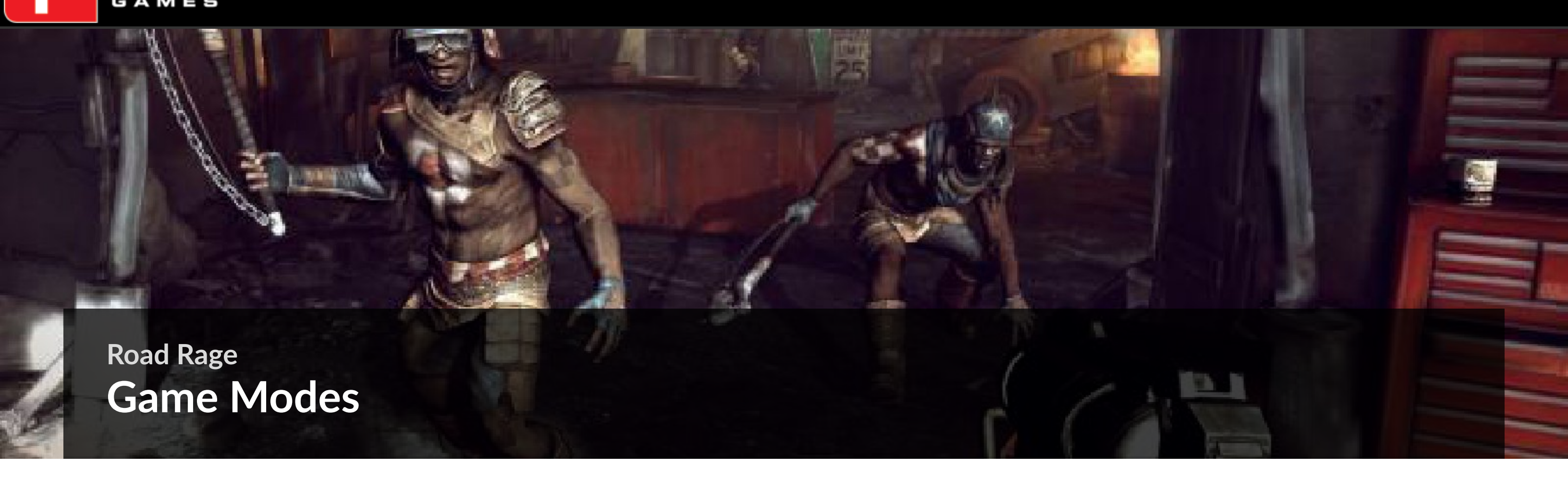


Look for this sewer entrance by the Over the Hill jump in Gearhead Territory. Locate the green signs forming a makeshift ramp near the hovering drone. The sewer hatch is located southeast of the ramp. This is a dangerous area, so make sure there are no bandit vehicles around before exiting your ride. When there are no red dots on the minimap, make a dash for the hatch and drop inside the sewer.

Buckshot
158

9
Buckshot
120

You can get the jump on the first few mutants here by taking them out silently with your Striker Crossbow. No matter how quiet you are, you can't prevent the next wave of mutants from attacking. Switch to your Combat Shotgun and consider deploying an Advanced Sentry Turret to fend off the attackers—an Advanced Sentry Bot makes an even better companion during this sewer advance. Clear the open areas ahead with the help of your automated machines and continue through a doorway to the next area. Use the doorway as a chokepoint from which to funnel mutant traffic, preventing them from flanking you. Open the next door to enter a large tunnel system containing the mutant loot. Hold at the doorway and attract as much attention as possible to lure the mutants into another chokepoint. Once the attack has stopped, grab the loot and advance through the tunnel. The ladder is located at the end of the tunnel, along with a few more mutants. March forward and blast the remaining mutants with your Combat Shotgun, then climb to the surface.

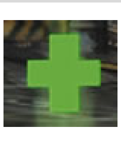
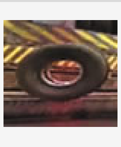
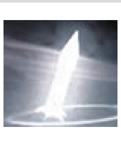
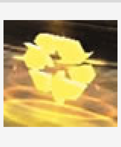
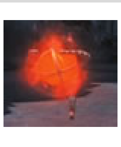


Road Rage

Game Modes

Road RAGE supports four different game modes across six maps. Each game mode has its own objective and scoring system. Although vehicles are used throughout, the way you play each game mode differs significantly based on the objectives and your overall style of play. Sometimes you'll benefit from a speedy, lightly armored vehicle, and other times you may wish to load up on armor and weapons for a more offensive approach. While racing though the Wasteland, look for the following pick-ups—they can save your life!

Road RAGE Pick-Ups

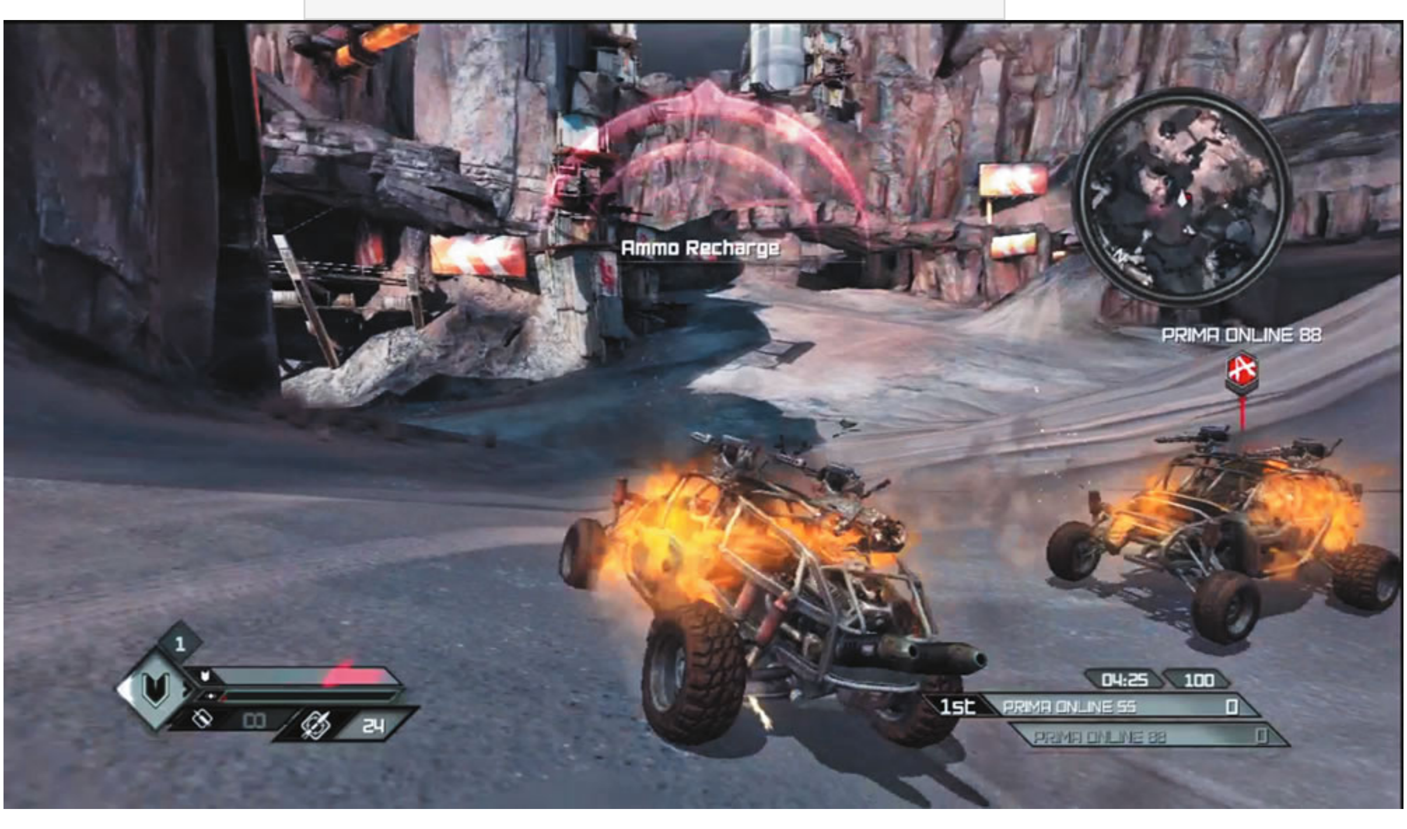
Image	Name	Description
	Armor Recharge	Partially replenishes your vehicle's armor meter.
	Boost Recharge	Completely replenishes your boost meter.
	Ammo Recharge	Increments your secondary weapon ammo count by 5.
	Quick Use Recharge	Fully replenishes all quick use items.
	Quad Damage	Your primary and secondary weapons inflict quadruple damage. Lasts 20 seconds.

Carnage

Default Time Limit: 8:00
Default Score Limit: 200 Points

Carnage Scoring

Action	Points
Player Kill	+10



Use your hand brake to quickly spin your vehicle so you can target opponents.

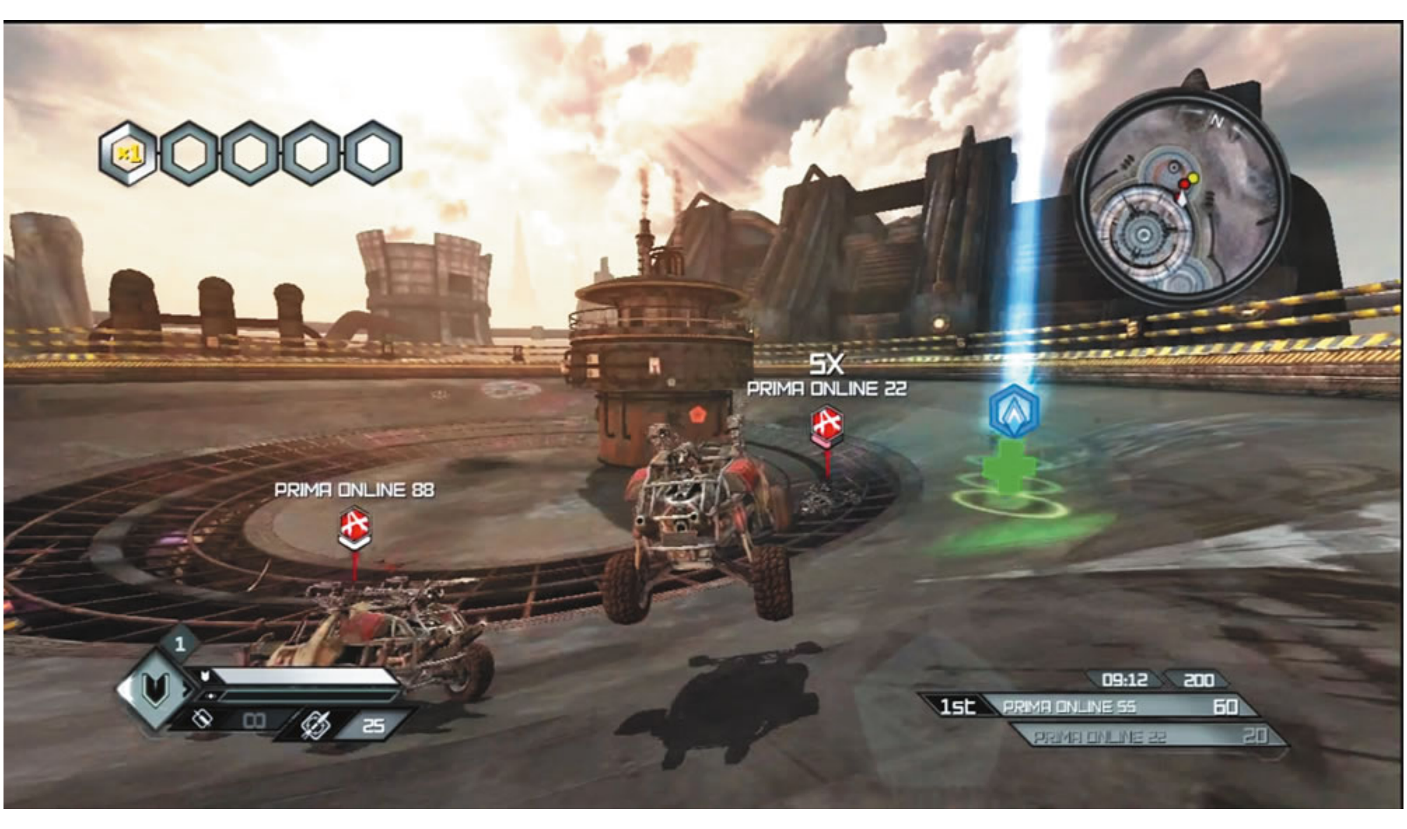
The rules of carnage are simple: kill as many opponents as you can. This is a basic free-for-all deathmatch mode, where you're awarded 10 points for each vehicle kill. The match is over when either the score limit or time limit is reached. At that point, the player with the most points wins the match. Since this is purely a combat-based game mode, make liberal use of the hand brake to spin your vehicle in the direction of your opponents. Remember, you need to keep the front end of your vehicle facing your opponents if you want to target them with your primary weapons. However, avoid getting stuck in slow-speed turning battles with another player. This makes you both easy targets for others. It's better to maintain a high rate of speed while keeping constant situational awareness by monitoring the minimap—your opponents appear as red dots on the map.

Chain Rally

Default Time Limit: 8:00
Default Score Limit: 200 Points

Chain Rally Scoring

Multiplier	1X	2X	3X	4X	5X
Rally Leader Kill	+1	+2	+3	+4	+5
Rally Point Capture	+2	+4	+6	+8	+10



Focus on driving through the blue columns of light to begin your own chain.

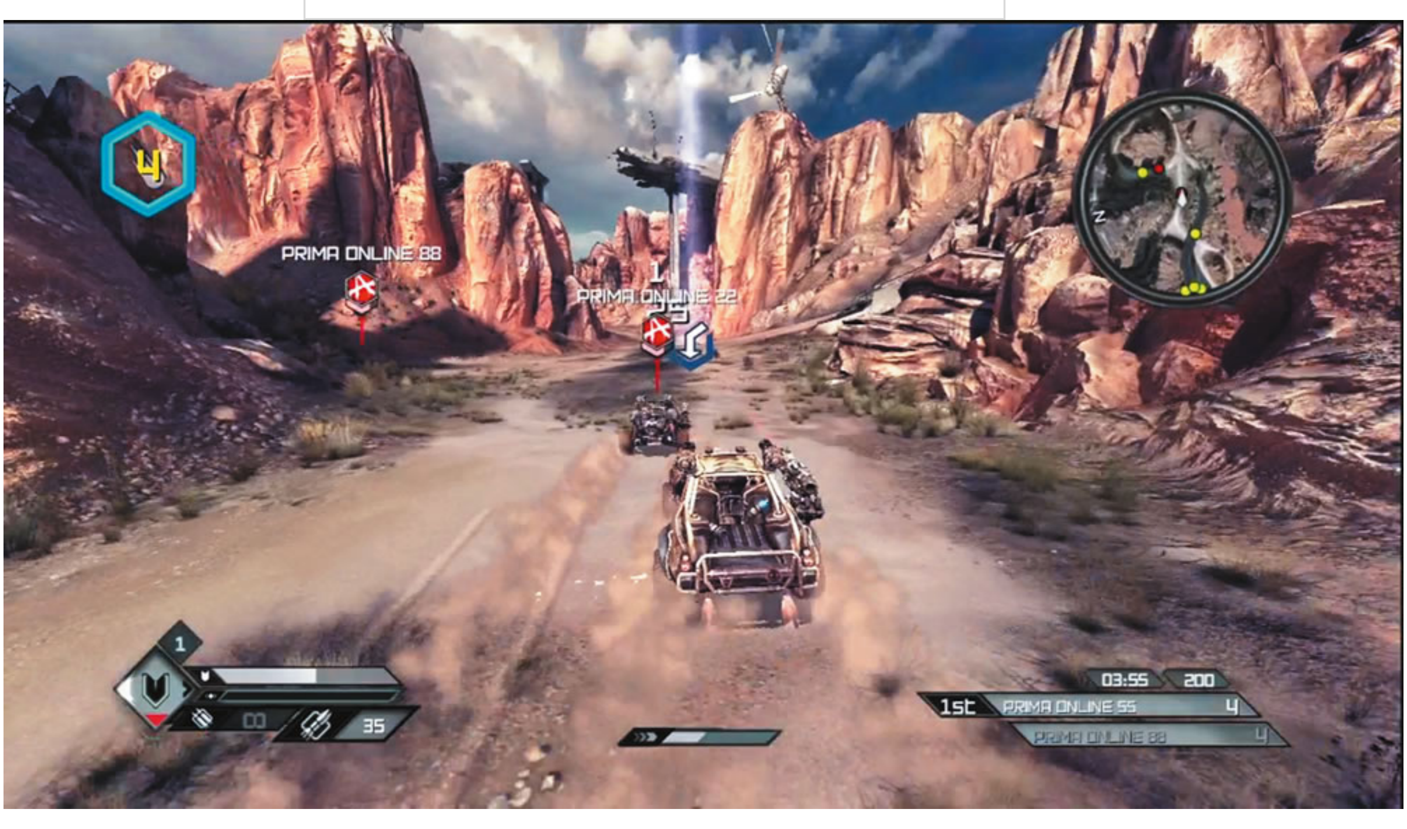
Chain Rally plays much like the Rally races in the campaign, but with a slight twist. The goal is to collect as many consecutive rally points as possible to build up your score multiplier. The rally points appear as blue columns of light on the map—simply drive through them to collect them. Only one rally point appears on the map at a time, meaning all opponents are racing to the same location. Initially, each rally point is worth two points. But by collecting consecutive rally points, you can increase your score multiplier by as much as 5X. For example, after capturing the first rally point, your multiplier increases to 2X. If you make it to the second rally point, it's worth 4 points, and so on. If you can establish and maintain a 5X multiplier, all rally points are worth a maximum of 10 points—you cannot get more than a 5X multiplier. However, to maintain your multiplier, you must beat your opponents to each rally point. If an opponent beats you to a rally point, your chain is broken and your multiplier resets to 1X. While capturing rally points is the best way to score points, it's not the only way. You also score 1 point for taking out opponent vehicles. However, if you take out the player who has established a rally chain, the points you earn is determined by that player's multiplier. For example, if the rally leader has a 5X multiplier, you earn five points for destroying the rally leader's vehicle. If the chain leader destroys a vehicle, he still only gets one point; the multiplier does not work in the chain leader's favor when destroying vehicles, only when capturing rally points. A winner is determined when the score or time limit is reached.

Meteor Rally

Default Time Limit: 8:00
Default Score Limit: 200 Points

Meteor Rally Scoring

Meteors Captured	Points
1	+2
2	+4
3	+9
4	+16
5	+25
6	+36
7	+49
8	+64
9	+81
10	+100



Don't get greedy! Deposit your meteors at a capture zone before your opponents attack you and steal your cargo.

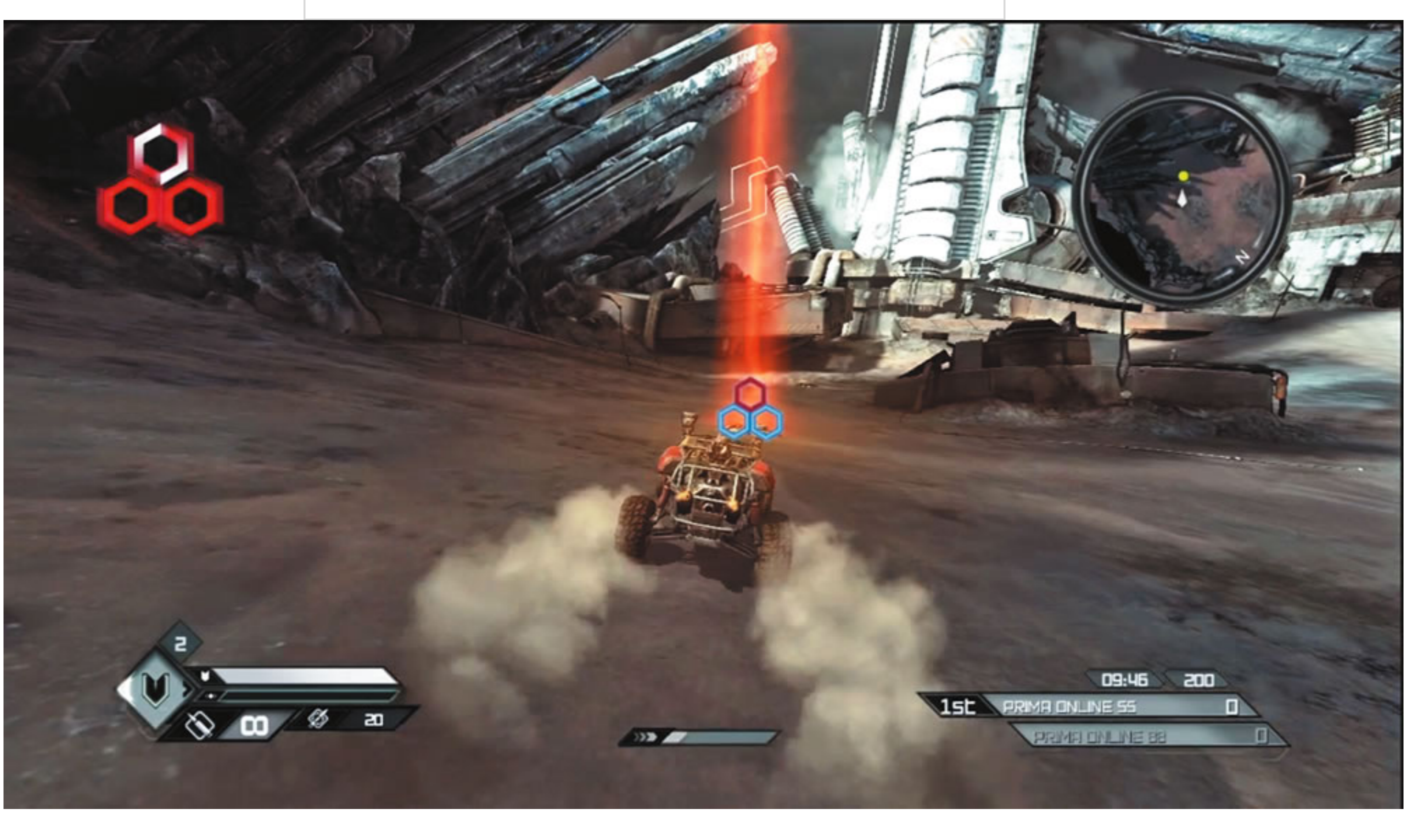
Meteor Rally matches take place amidst a meteor storm, requiring you to collect as many meteors as possible and deliver them to a capture zone. The more meteors you acquire, the more points you get upon delivery—square the number of meteors in your possession (shown in the top left corner of the screen) to determine the points awarded. There are no more than ten meteors on the map at any given time, appearing as green dots on the minimap. Once collected meteors are deposited at a capture zone, more meteors fall from the sky. There is only one capture zone on the map at any given time, appearing as a blue column of light. But the capture zone shifts location every 30 seconds, requiring you to stay on your toes. While the bulk of the points you score in this game mode are attained through the delivery of meteors to the capture zone, you can also score one point for killing opponents. Target opponents carrying large amounts of meteors and try to take them out before they can make it to the capture zone—the white number above each vehicle represents how many meteors they're carrying. Not only does this prevent them from scoring, but you can also collect the meteors they've dropped, scoring them for yourself. Scavenging meteors off your victims is a very effective tactic in this game mode, especially if you prefer taking an offensive approach. Instead of camping the capture zone, simply follow an opponent and wait for the right time to strike—usually once they have four or more meteors. However, watch out for Mines, as your opponents can see you trailing them on their minimap.

Triad Rally

Default Time Limit: 8:00
Default Score Limit: 200 Points

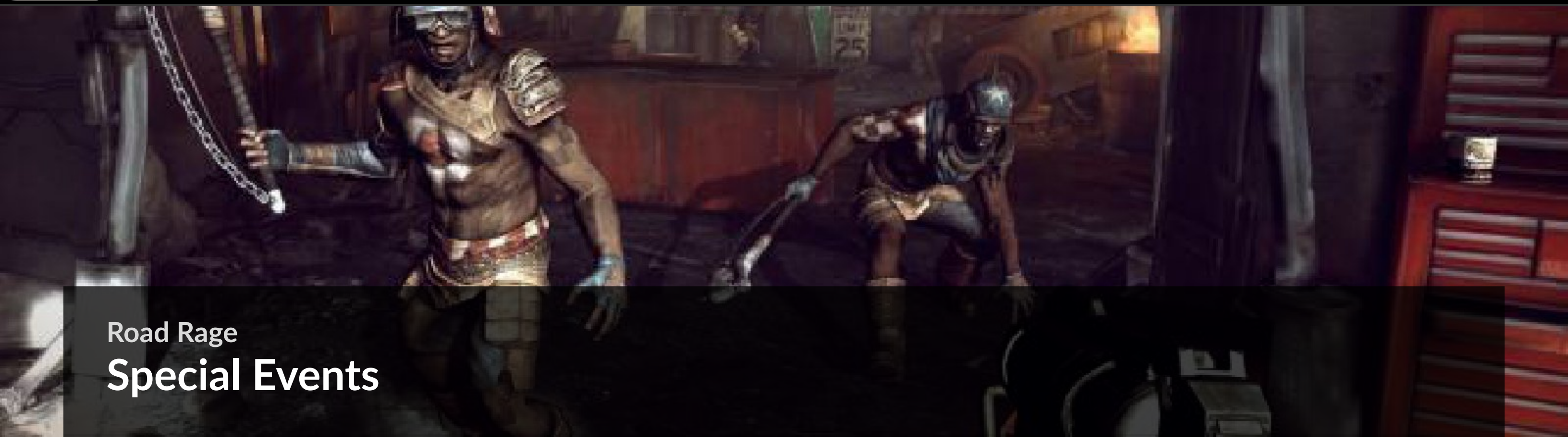
Triad Rally Scoring

Action	Points
Triad Capture	+30
Player Kill	+5



Complete your triad before an opponent kills you or breaks your chain.

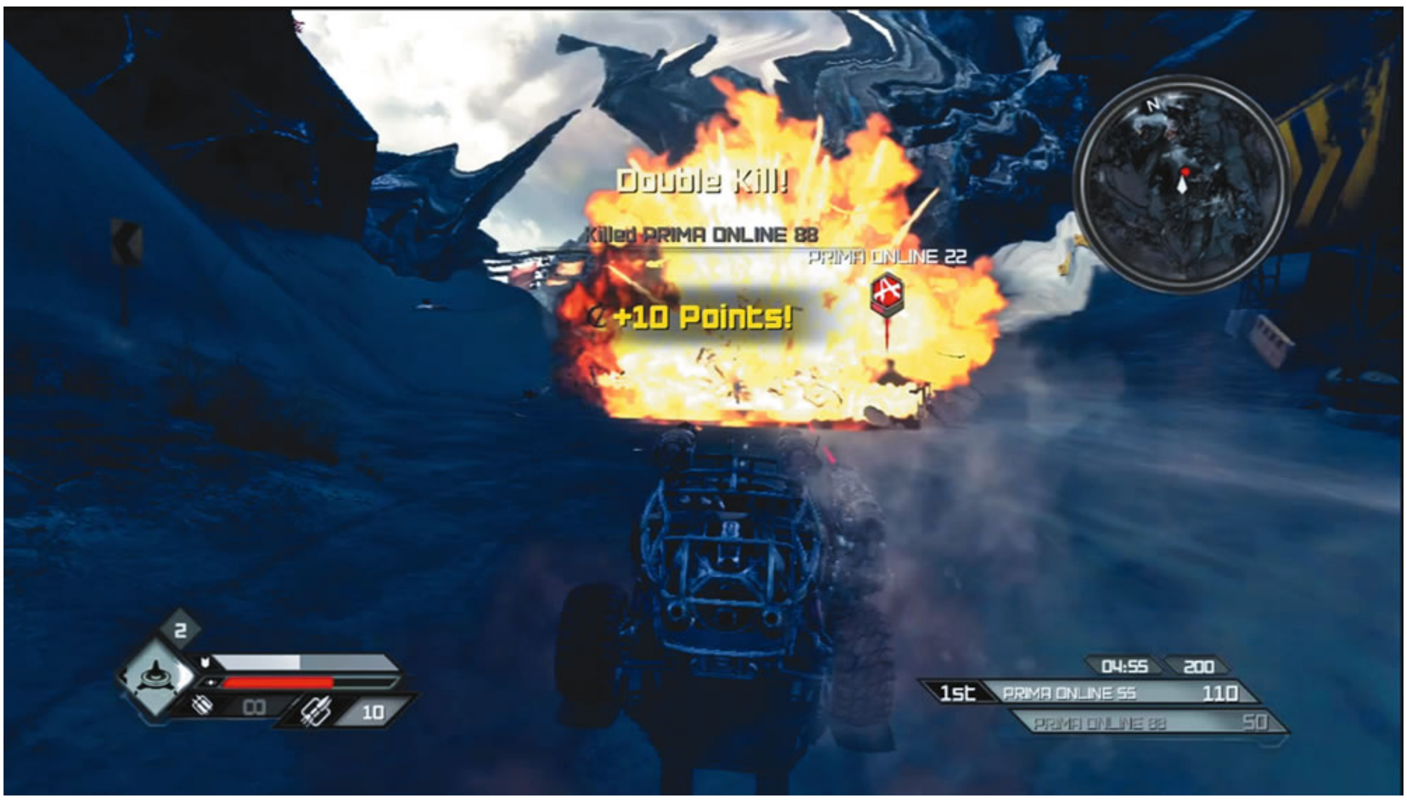
Triad Rally is similar to Chain Rally, but instead of earning points for each rally point you capture, you must capture three consecutive rally points to earn 30 points. Only one rally point appears on the map at a time, showing up as a green dot on the minimap. Once a rally point is captured, the next one appears on the map. Rally points appear as blue columns of light, but if you've captured two rally points, the third one is a red column of light, helping reinforce the importance of capturing it. As in Chain Rally, your opponents can break your chain by reaching a rally point before you. You can also earn points by destroying your opponents, scoring 5 points for every kill. Players who have captured a rally point are worth twice as much, providing greater incentive for taking out the leader. Since most points are earned through the capturing of triads, this is a game mode where racing skill is a must. Use boost to get out ahead early and try to capture the first triad. While you're in the lead, use Shields and Mines to defend yourself from attacks by opponents following closely behind.



Road Rage

Special Events

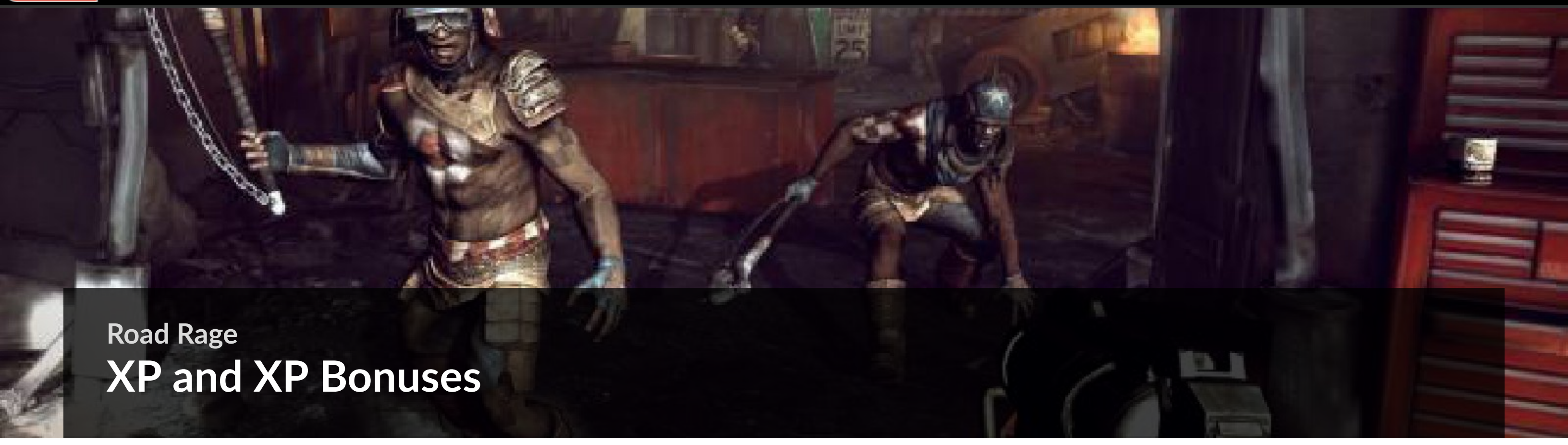
Special Events



Whoa! Did you see that? That's what special events are all about!

Sometimes you perform some crazy maneuvers that just cry out for recognition. These are called special events, and when you pull one off, you're notified by a message that appears in the center of the screen. No points or XP are awarded for triggering these special events, but surely your friends will be impressed. See the following table for a complete list of the special events tracked in Road RAGE.

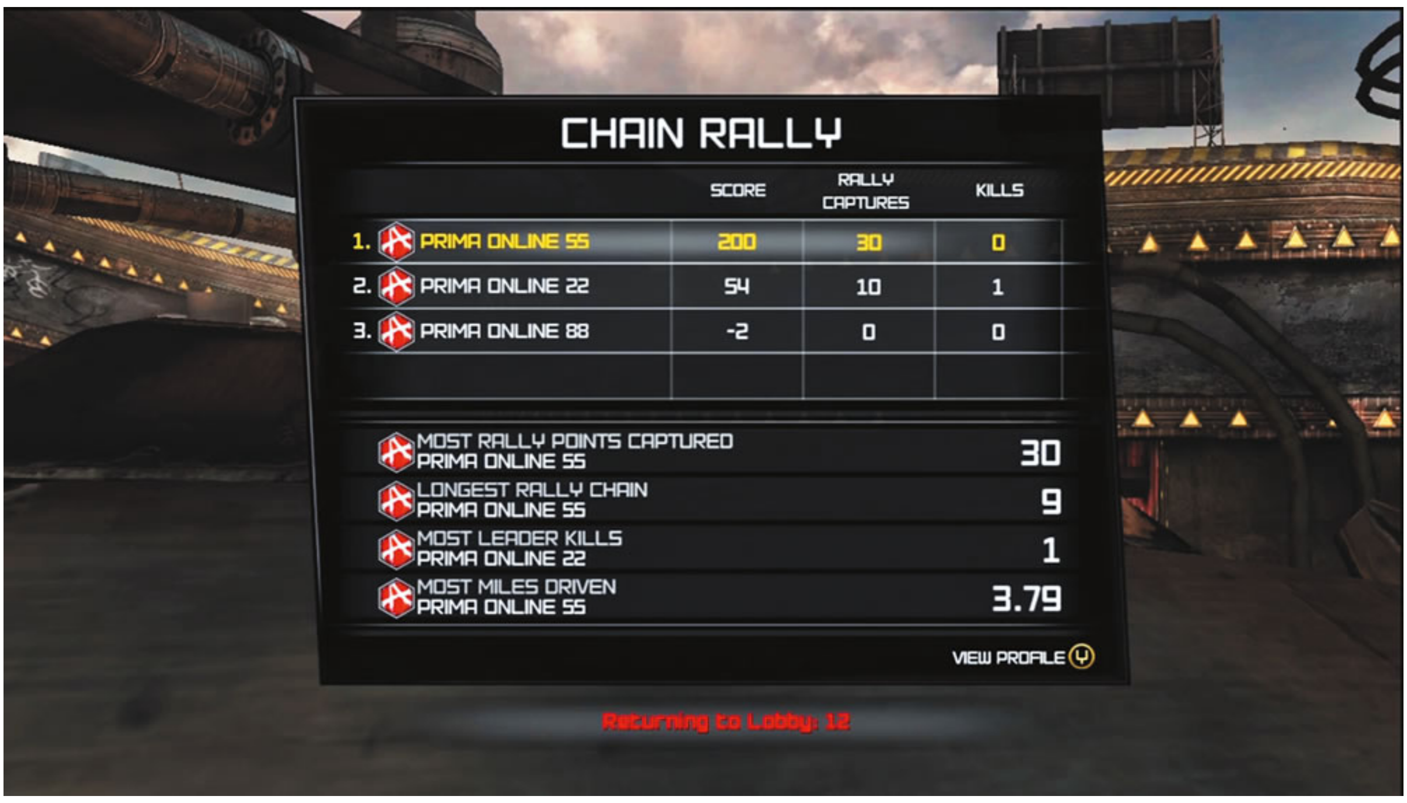
Special Event	
Name	Description
Double Kill	Kill two players in quick succession
Triple Kill	Kill three players in quick succession
Quad Kill	Kill four players in quick succession
Slaughter	Kill five or more players in quick succession
Revenge	Kill the player that killed you last in your next life
Air Mail	Kill an enemy while you are in mid-air
Pull	Kill an enemy who is in mid-air
Afterlife	Kill an enemy after your death
Max Chain	Achieve the maximum rally score multiplier amount
Chain Breaker	Take a rally point that would've been part of another player's rally chain (other player must have at least 2 rally points taken)
Denial	Kill enemy just before they touch a rally point
Close Call	Take a rally point right before the enemy touches it
Air Rally	Take a rally point while in the air
Triad	Complete a triad rally
Triad Breaker!	Take a rally point that would've been another player's third consecutive (Triad)
Thief	Kill a player and take his meteors, and then score them for yourself



Road Rage

XP and XP Bonuses

XP and XP Bonuses



CHAIN RALLY

	SCORE	RALLY CAPTURES	KILLS
1. PRIMA ONLINE 55	200	30	0
2. PRIMA ONLINE 22	54	10	1
3. PRIMA ONLINE 88	-2	0	0

MOST RALLY POINTS CAPTURED PRIMA ONLINE 55	30
LONGEST RALLY CHAIN PRIMA ONLINE 55	9
MOST LEADER KILLS PRIMA ONLINE 22	1
MOST MILES DRIVEN PRIMA ONLINE 55	3.79

XP and XP bonuses are awarded at the end of every public match. Browse the scoreboard to see how you did.

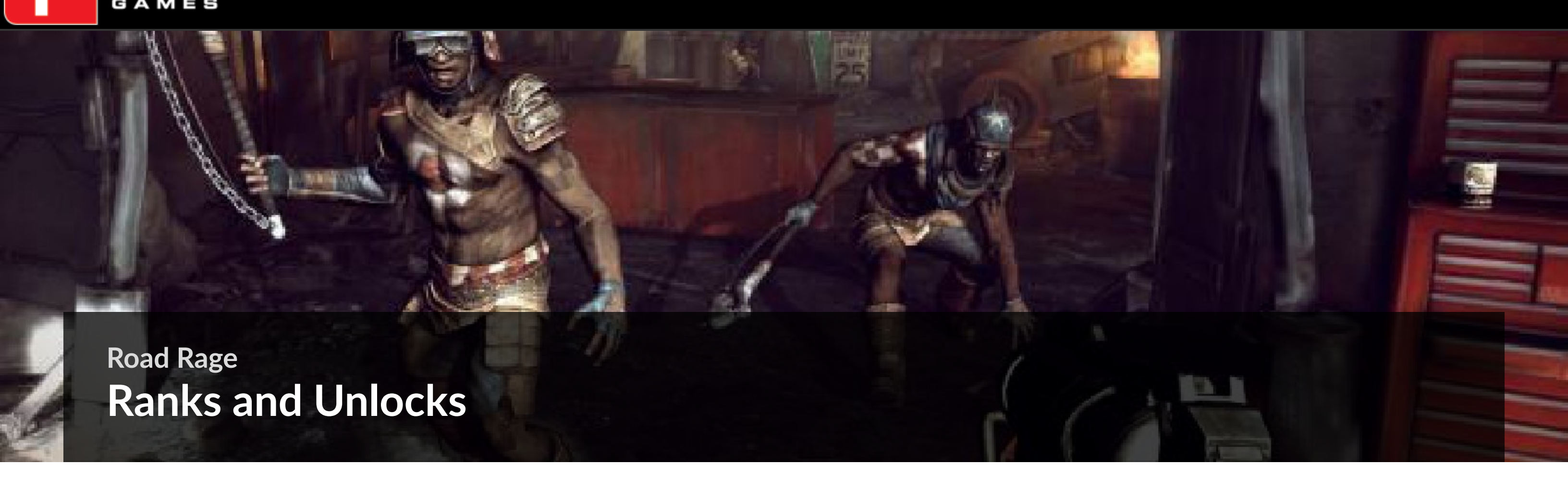
When playing Road RAGE online, you earn XP at the end of each round based on your performance. The end of match score bonuses are actually XP bonuses. Your match score determines your final standing, with the additional bonuses added to the match score to equal the total amount of XP gained for the round. Essentially all score is XP with only the match scoring events being used to determine final match standings.

End of Match Awards		
Name	Description	Score
1st Place Finish	Finish the match in 1st place	+50 XP
2nd Place Finish	Finish the match in 2nd place	+30 XP
3rd Place Finish	Finish the match in 3rd place	+10 XP
Most Kills	Finish the match with the most kills	+25 XP
Most Rally Points	Finish the match with the most rally point captures	+25 XP
Longest at Max Chain	Finish the match with the most time at max chain level (5X)	+25 XP
Longest Chain	Finish the match with the longest chain	+25 XP
Most Chain Breakers	Finish the match with the most chain breakers	+25 XP
Most Special Kills	Finish the match with the most special kills	+25 XP
Longest Killstreak	Finish the match with the longest killstreak	+25 XP
Longest Life	Have the longest individual life of the match	+25 XP
Most Miles Driven	Finish the match with the most miles driven	+25 XP
Highest K/D Ratio	Finish the match with the highest Kill/Death ratio	+25 XP
Most Leader Kills	Killing the score leader the most times during the match	+25 XP
Match Complete	Complete a Road RAGE match	+50 XP

Note

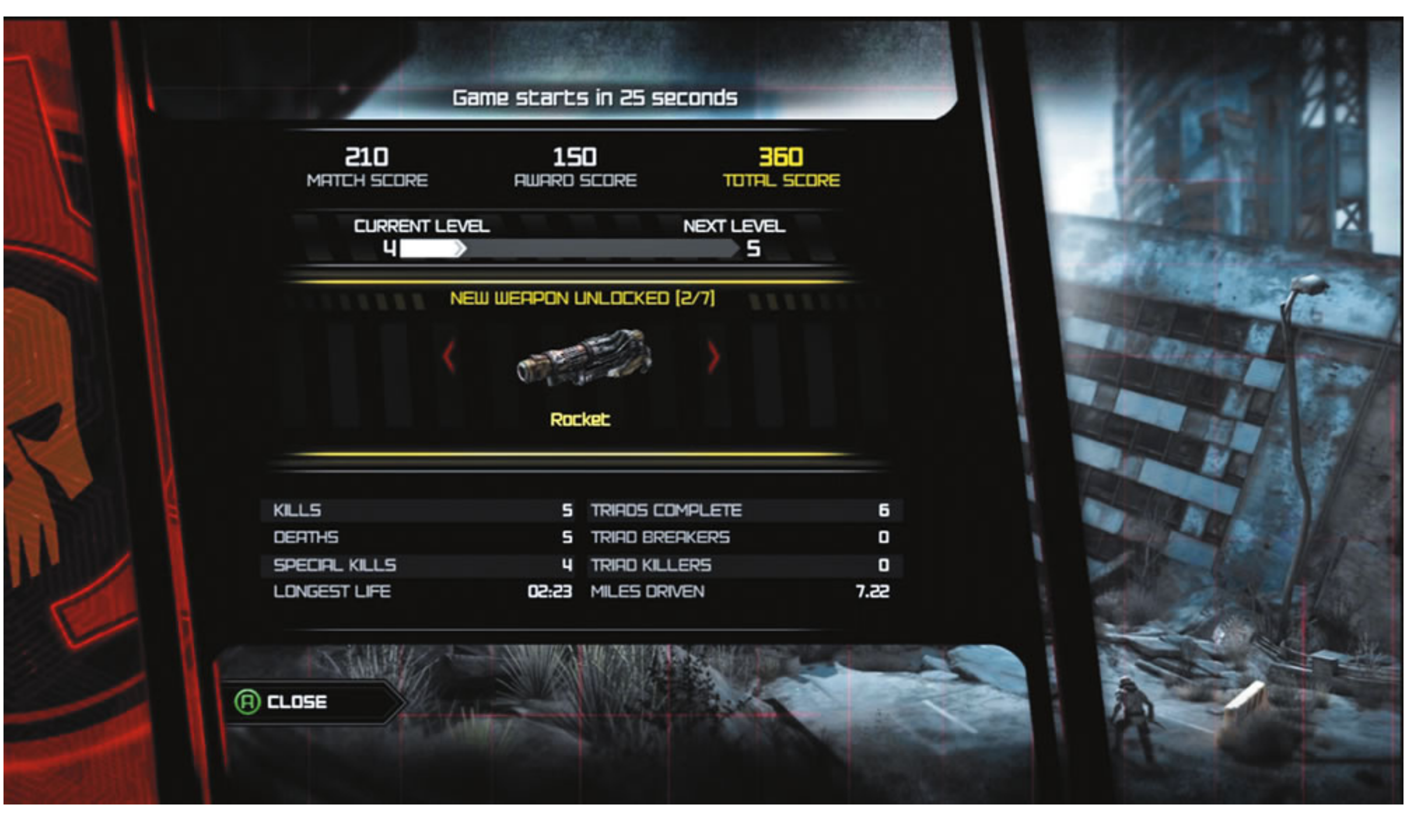
XP is not awarded for playing private matches. You must choose the Quick Match or Find Match options to join a ranked public match.

Ranks and Unlocks



Road Rage

Ranks and Unlocks

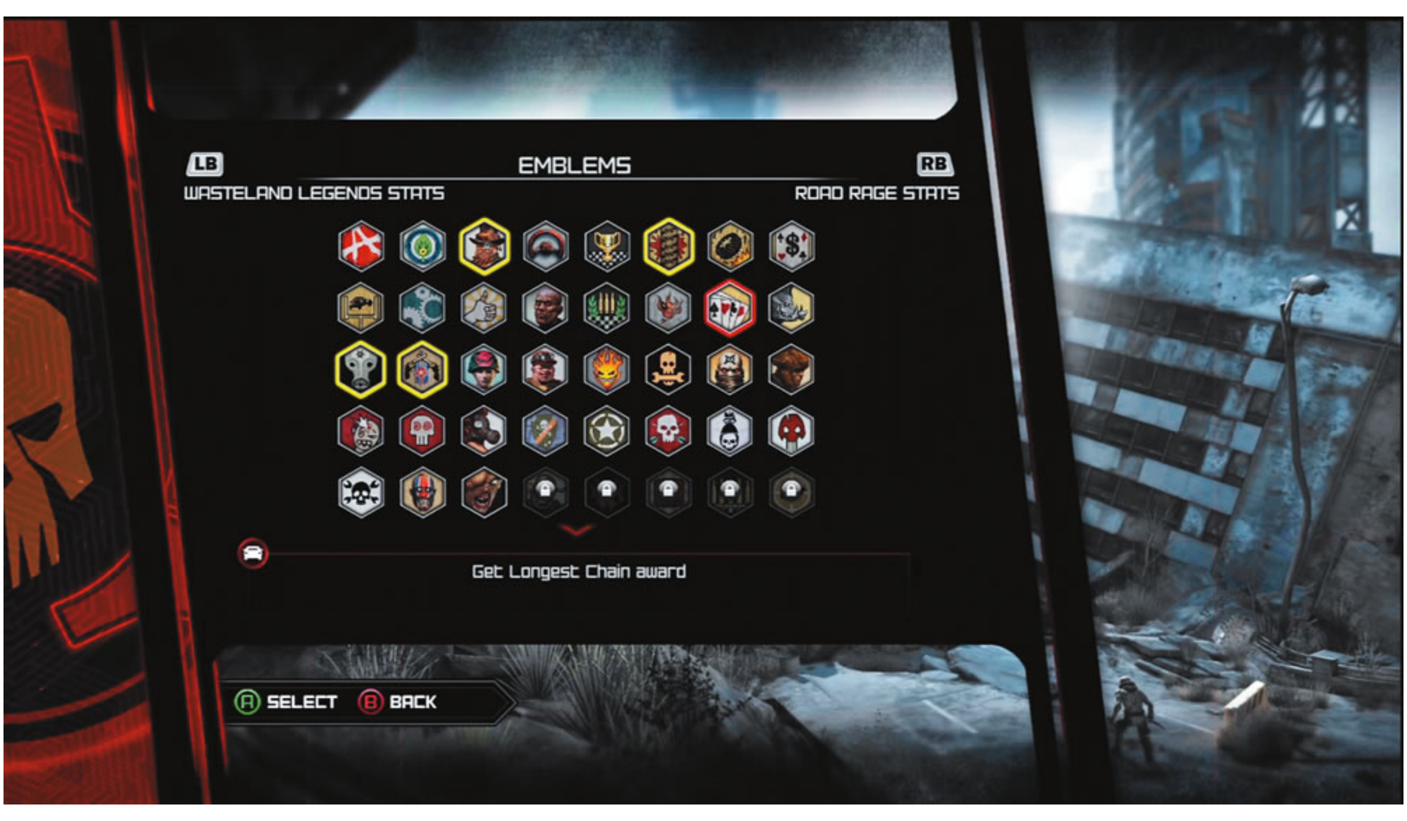

Game starts in 25 seconds
210
MATCH SCORE
150
AWARD SCORE
360
TOTAL SCORE
CURRENT LEVEL
4
NEXT LEVEL
5
NEW WEAPON UNLOCKED [2/7]
Rocket
KILLS 5
DEATHS 5
SPECIAL KILLS 4
LONGEST LIFE 02:23
TRIADS COMPLETE 6
TRIAD BREAKERS 0
TRIAD KILLERS 0
MILES DRIVEN 7.22
Ⓐ CLOSE

Following a match, browse through the different unlocks you've earned.

As you accumulate XP through your online career, you can achieve new ranks as well as unlock new vehicles, weapons, vehicle body types, and multiplayer emblems. There are 20 ranks total, each associated with its own batch of unlocks. Study the following table to find what unlocks are provided at each rank.

Road RAGE Unlocks

Level	XP	Vehicles	Buggy Body Types	Cuprino Body Types	Monarch Body Types	Weapons	Quick Use Items	Other Unlocks
1	0	Buggy	Dune Buster, id Software	—	—	Machine Guns, Homing Missiles	Shields, Mines	—
2	200	—	Toxic, Uncle Sam	—	—	Heavy Machine Guns	—	—
3	450	—	Rusty's Buggy, Classic	—	—	—	Armor Restore	—
4	800	—	Grim Reaper, Crush	—	—	Rockets	—	—
5	1250	Cuprino	—	Stallion	—	—	—	Custom Loadout 2
6	1800	—	Bash Buggy	Vortex	—	—	Air Burst	—
7	2450	—	Blaze	—	—	Nail Spreader	—	—
8	3200	—	Stanley Express	Racer	—	—	EMP	—
9	4050	—	Phantom	—	—	Cluster Bomb	—	—
10	5000	Monarch	—	—	Tank	—	—	Custom Loadout 3
11	6050	—	Rising Sun, Union Jack	—	—	—	Hover Turret	—
12	7200	—	RoboCola	—	—	Pulse Repeaters	—	—
13	8450	—	Wastelander	Sawtooth	—	—	—	—
14	9800	—	Inferno	—	—	—	Boost Restore	—
15	11200	—	—	—	Starky	—	—	Custom Loadout 4
16	12750	—	Ghost	—	—	Mortar	—	—
17	14400	—	—	Scorpion	—	—	—	—
18	16150	—	Phoenix	—	—	—	Escort Bomb	—
19	18000	—	—	Patrol	—	—	—	—
20	20000	—	—	—	Reaver	Pulse Cannon	—	Custom Loadout 5


LB
EMBLEMS
RB
WASTELAND LEGENDS STATS
ROAD RAGE STATS
Get Longest Chain award
Ⓐ SELECT
Ⓑ BACK

Note

There are literally dozens of multiplayer emblems you can earn by playing Road RAGE. For a complete listing of all emblems, flip to the Multiplayer Emblems section within the Wasteland Compendium at the back of the guide.

Following a match, browse through the different unlocks you've earned.

As you accumulate XP through your online career, you can achieve new ranks as well as unlock new vehicles, weapons, vehicle body types, and multiplayer emblems. There are 20 ranks total, each associated with its own batch of unlocks. Study the following table to find what unlocks are provided at each rank.

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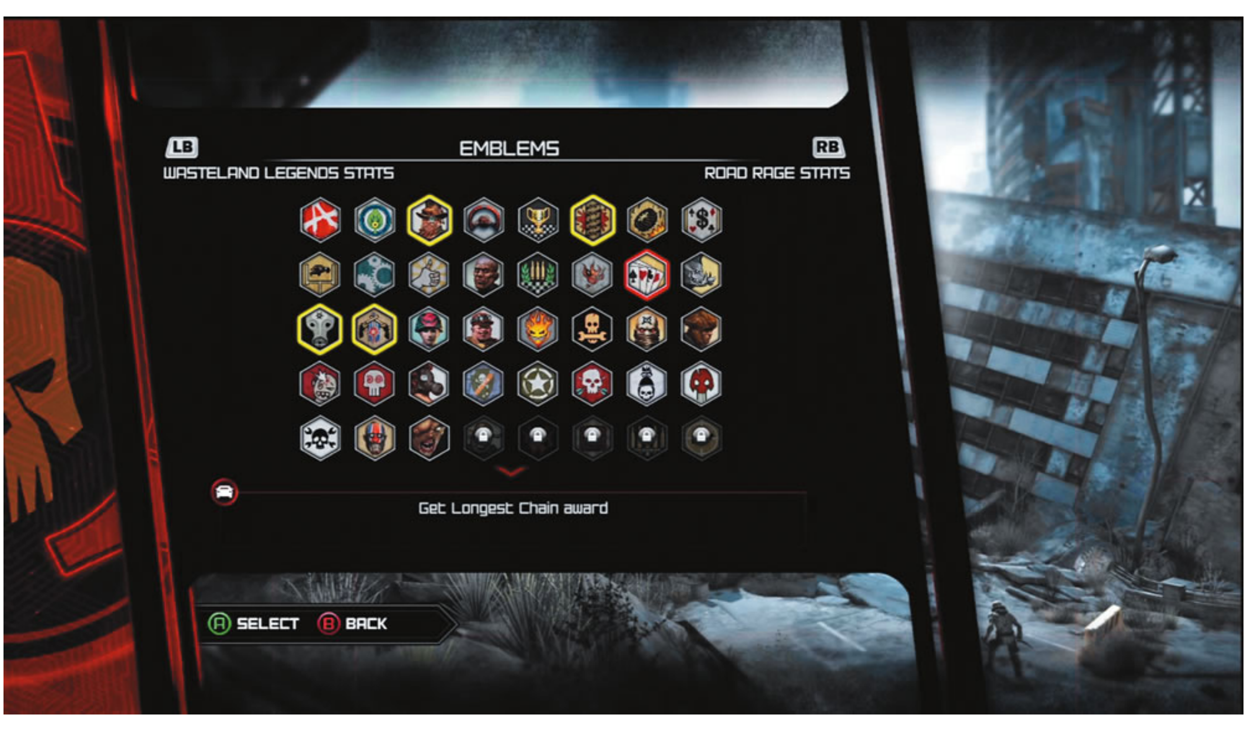
2	200	—	Toxic, Uncle Sam	—	—	Heavy Machine Guns	—	—
3	450	—	Rusty's Buggy, Classic	—	—	—	Armor Restore	—
4	800	—	Grim Reaper, Crush	—	—	Rockets	—	—
5	1250	Cuprino	—	Stallion	—	—	—	Custom Loadout 2
6	1800	—	Bash Buggy	Vortex	—	—	Air Burst	—
7	2450	—	Blaze	—	—	Nail Spreader	—	—
8	3200	—	Stanley Express	Racer	—	—	EMP	—
9	4050	—	Phantom	—	—	Cluster Bomb	—	—
10	5000	Monarch	—	—	Tank	—	—	Custom Loadout 3
11	6050	—	Rising Sun, Union Jack	—	—	—	Hover Turret	—
12	7200	—	RoboCola	—	—	Pulse Repeaters	—	—
13	8450	—	Wastelander	Sawtooth	—	—	—	—
14	9800	—	Inferno	—	—	—	Boost Restore	—
15	11200	—	—	—	Starky	—	—	Custom Loadout 4
16	12750	—	Ghost	—	—	Mortar	—	—
17	14400	—	—	Scorpion	—	—	—	—
18	16150	—	Phoenix	—	—	—	Escort Bomb	—
19	18000	—	—	Patrol	—	—	—	—
20	20000	—	—	—	Reaver	Pulse Cannon	—	Custom Loadout 5


LB
EMBLEMS
RB
WASTELAND LEGENDS STATS
ROAD RAGE STATS
Get Longest Chain award
Ⓐ SELECT
Ⓑ BACK

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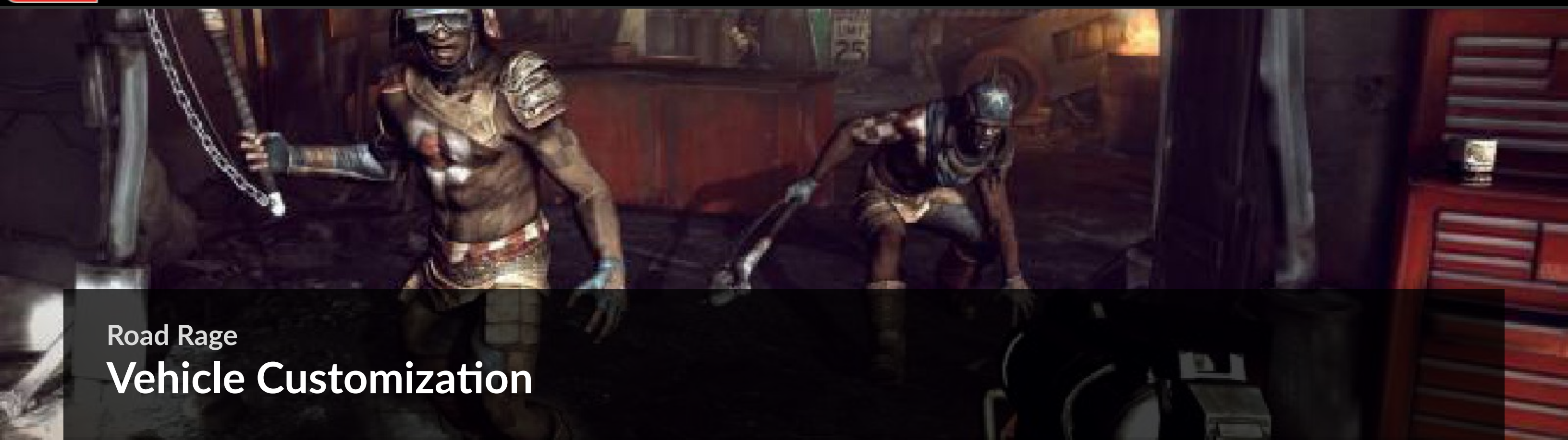
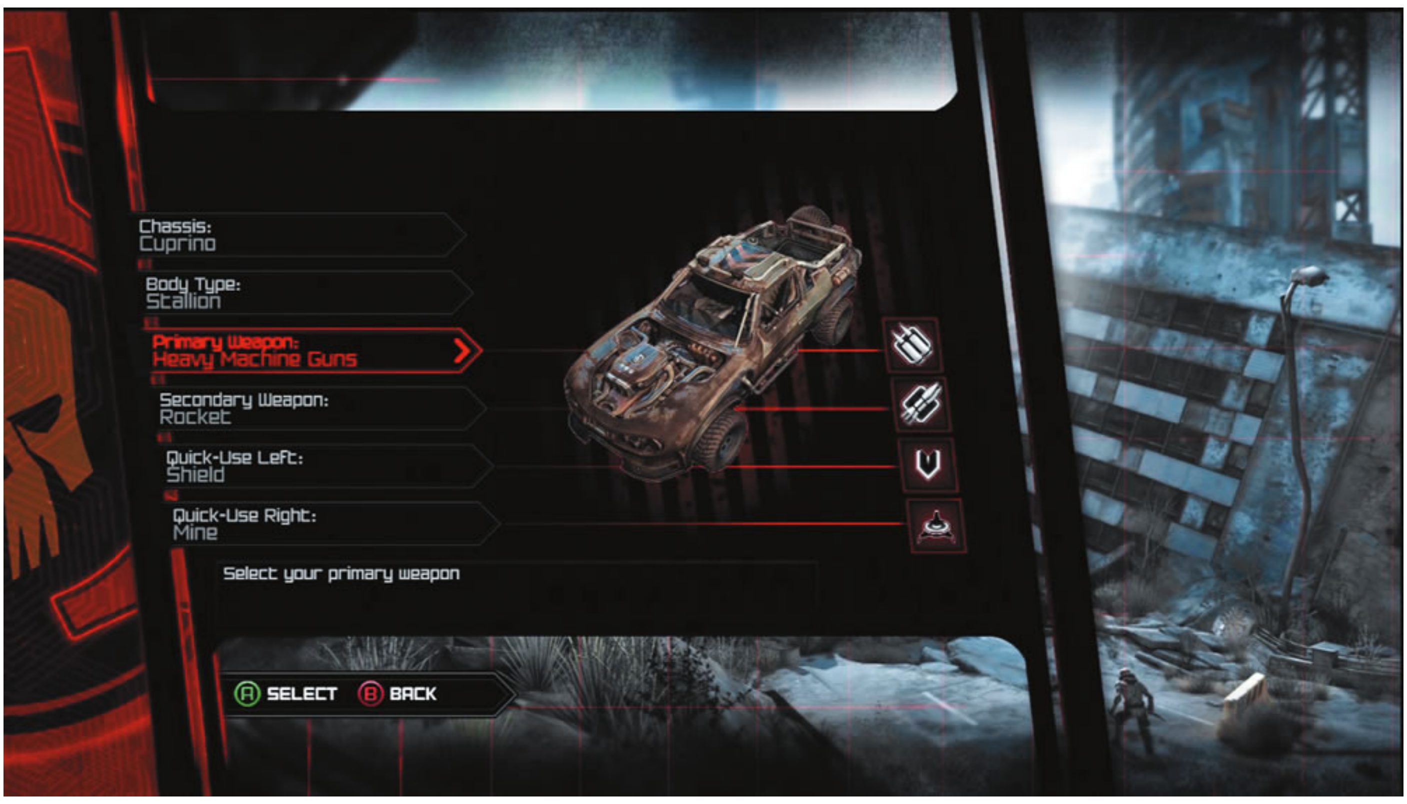


Road Rage

Vehicle Customization



Chassis:
Cuprino

Body Type:
Stallion

Primary Weapon:
Heavy Machine Guns

Secondary Weapon:
Rocket

Quick-Use Left:
Shield

Quick-Use Right:
Mine

Select your primary weapon

Take a moment to customize your ride before joining. Be sure to apply any new weapons and quick use items you've unlocked.

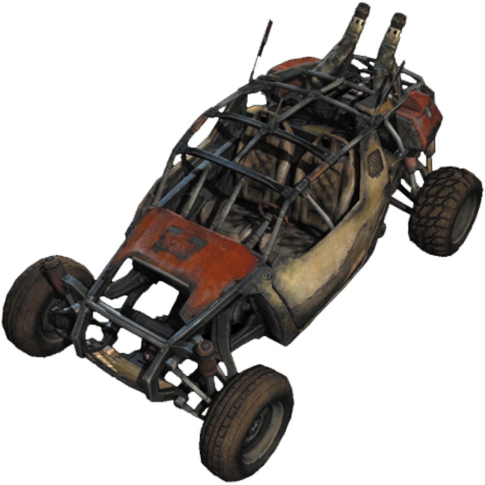
By accessing the Garage option from the main menu, you can customize your vehicles with the new body types, weapons, and quick use items you've unlocked. There are two weapons types you can equip on each vehicle: primary and secondary. Your primary weapons have infinite ammo, but they do have a tendency to overheat, so go easy on the trigger to let them cool down. Secondary weapons are more limited in quantity and can be replenished by driving over the Ammo Recharge pick-ups. You can only equip two quick use items in Road RAGE, one on the left and one on the right. The quick use items can add both offensive and defensive characteristics. Experiment with different combinations of weapons and quick use items while playing the different game modes.

Primary Weapons		
Name	Description	Unlock Criteria
Machine Gun	The standard gun of the Wasteland	0 XP
Heavy Machine Gun	Does more damage than the Machine Gun	200 XP
Nailspreader	Get within a short distance of your target and unleash hell	2,450 XP
Pulse Repeaters	Energy-based Machine Guns	7,200 XP
Pulse Cannon	A long-range, high-damage weapon with a slow rate of fire	20,000 XP
Secondary Weapons		
Name	Description	Unlock Criteria
Homing Missiles	Missiles that lock onto and follow enemies	0 XP
Rockets	No lock-on, but the Rocket has high explosive damage and doesn't require a direct hit	800 XP
Cluster Bomb	Drop a cluster of bombs behind your car to disrupt pursuing enemies	4,050 XP
Mortar	Launch an explosive mortar shell at your enemies. Tap the fire button again to detonate it.	12,750 XP
Quick Use Items (Left)		
Name	Description	Unlock Criteria
Shield	Protects your vehicle from incoming damage	0 XP
Armor Restore	Perform instant repairs on your vehicle	450 XP
EMP	Temporarily disables control of nearby enemy vehicles	3,200 XP
Boost Restore	Instantly restores your boost	9,800 XP
Quick Use Items (Right)		
Name	Description	Unlock Criteria
Mine	Drop this behind your car to damage enemies on your tail	0 XP
Air Burst	Pushes your vehicle into the air for a quick jump	1,800 XP
Hover Turret	Deploy a Hover Turret to fire at enemy vehicles	6,050 XP
Escort Bomb	Deploy an RC Bomb Car to chase encroaching enemies	16,150 XP

Road Rage

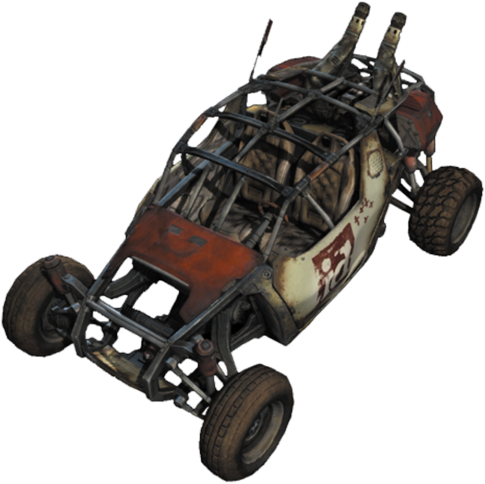
Vehicle Body Types

There are 28 vehicle body types to choose from. These are skins for the Buggy, Cuprino, and Monarch, and have no impact on a vehicle's performance—but they certainly add a lot of style. Use these body types to customize the look of your ride!



Dune Buster

Class: Buggy
Description: The original Wasteland buggy.
Unlock Criteria: 0 XP



id Software

Class: Buggy
Description: Thank you for your support! Enjoy!
Unlock Criteria: 0 XP

Toxic

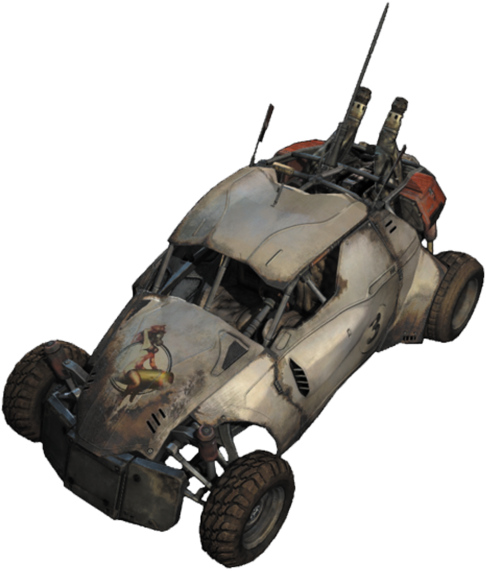
Class: Buggy
Description: The noxious bandit buggy.
Unlock Criteria: 200 XP

Uncle Sam

Class: Buggy
Description: The Wasted Clan’s patriotic tribute buggy.
Unlock Criteria: 200 XP

Rusty’s Buggy

Class: Buggy
Description: Rusty’s buggy is never without a spare part.
Unlock Criteria: 450 XP



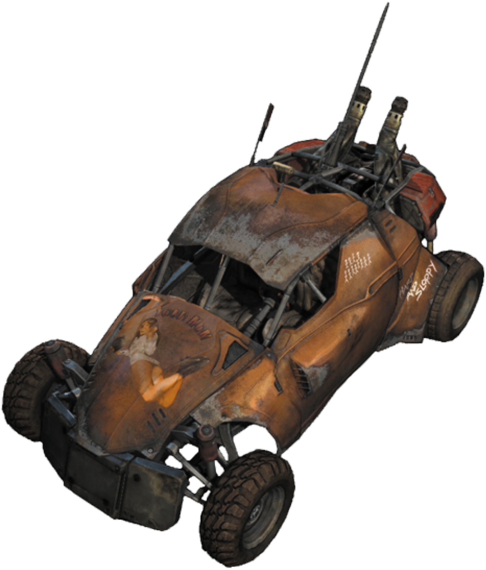
Classic

Class: Buggy
Description: The classic Scarab buggy.
Unlock Criteria: 450 XP

Grim Reaper

Class: Buggy

Description: The buggy that signals death to your enemies.
Unlock Criteria: 800 XP



Crush

Class: Buggy
Description: The bandit’s classic tribute buggy.
Unlock Criteria: 800 XP

Stallion

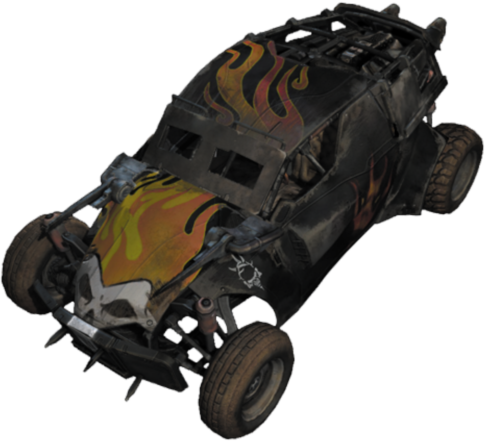
Class: Cuprino
Description: Good ol’ reliable, the original Cuprino.
Unlock Criteria: 1,250 XP

Bash Buggy

Class: Buggy
Description: The top prize Mutant Bash TV buggy.
Unlock Criteria: 1,800 XP

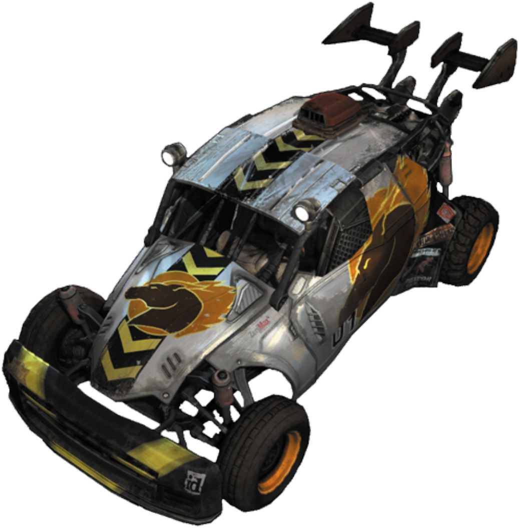
Vortex

Class: Cuprino
Description: The mysterious Cuprino racer.
Unlock Criteria: 1,800 XP



Blaze

Class: Buggy
Description: The Scorcher Clan's Scarab buggy.
Unlock Criteria: 2,450 XP



Stanley Express

Class: Buggy
Description: The Wasteland's trusted Stanley Express buggy.
Unlock Criteria: 3,200 XP

Racer

Class: Cuprino
Description: The class 3 racing Cuprino.
Unlock Criteria: 3,200 XP

Phantom

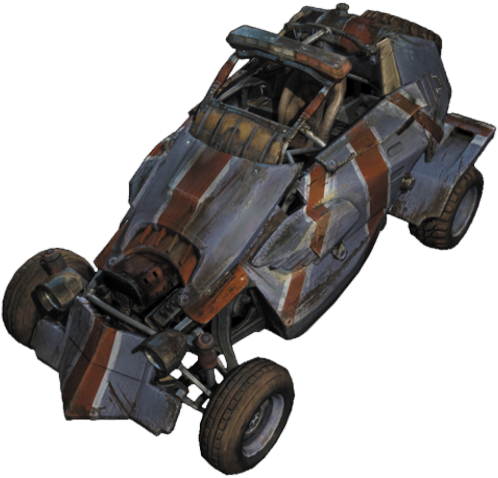
Class: Buggy
Description: The Ghost Clan's death buggy.
Unlock Criteria: 4,050 XP

Tank

Class: Monarch
Description: The heavily fortified combat Monarch.
Unlock Criteria: 5,000 XP

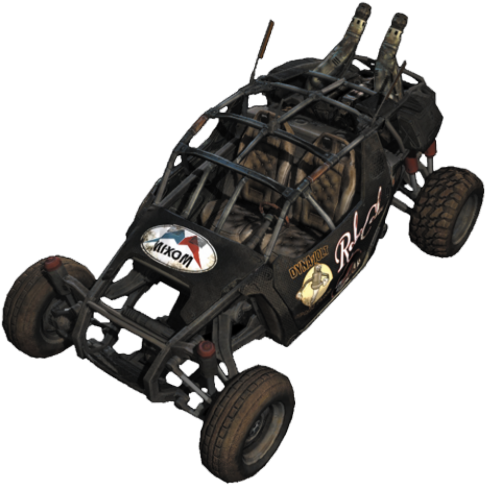
Rising Sun

Class: Buggy
Description: The Wasted Clan's eastern tribute buggy.
Unlock Criteria: 6,050 XP



Union Jack

Class: Buggy
Description: The Wasted Clan's western tribute buggy.
Unlock Criteria: 6,050 XP



RoboCola

Class: Buggy
Description: The RoboCola sponsored racing buggy.
Unlock Criteria: 7,200 XP

Wastelander

Class: Buggy
Description: The Wasted Clan’s cross-country buggy.
Unlock Criteria: 8,450 XP

Sawtooth

Class: Cuprino
Description: The deadly saw-toothed combat Cuprino.
Unlock Criteria: 8,450 XP

Inferno

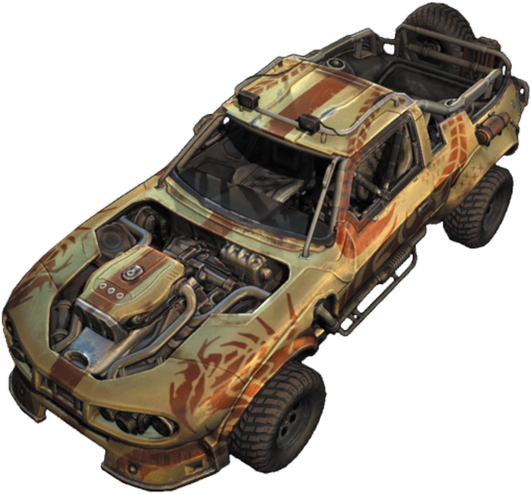
Class: Buggy
Description: The Scorcher Clan's combat Scarab buggy.
Unlock Criteria: 9,800 XP

Starky

Class: Monarch
Description: The fearsome veteran combat Cuprino.
Unlock Criteria:
11,250 XP

Ghost

Class: Buggy
Description: The Ghost Clan’s modified Class 2 buggy.
Unlock Criteria: 12,750 XP

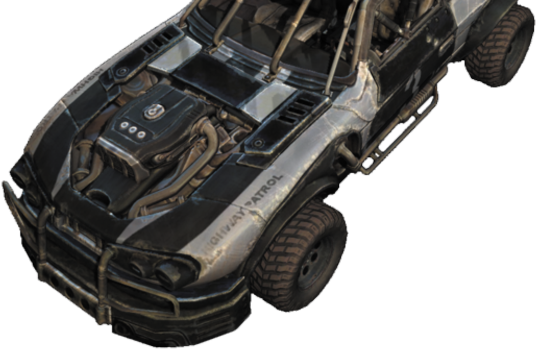


Scorpion

Class: Cuprino
Description: The renowned Scorpion racing Cuprino.
Unlock Criteria:
14,400 XP

Phoenix

Class: Buggy
Description: The Scorcher Clan’s infamous Phoenix buggy.
Unlock Criteria: 16,150 XP



Patrol

Class: Cuprino
Description: Serving Wasteland justice one enemy at a time.
Unlock Criteria:
18,000 XP

Reaver

Class: Monarch
Description: The Scorcher Clan’s legendary Reaver Cuprino.
Unlock Criteria:
20,000 XP

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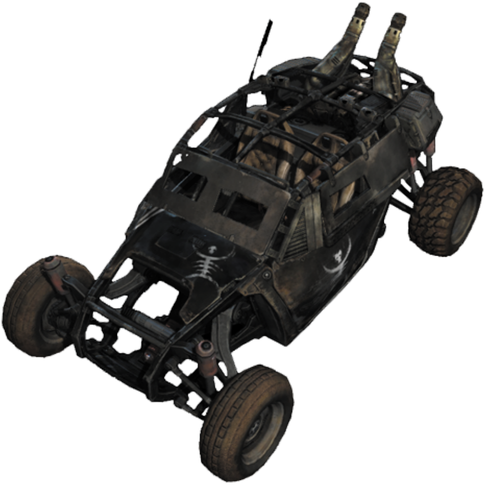
Dune Buster

Class: Buggy
Description: The original Wasteland buggy.
Unlock Criteria: 0 XP

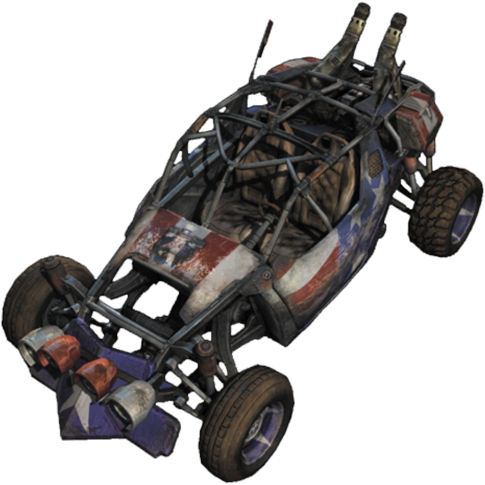
id Software

Class: Buggy
Description: Thank you for your support! Enjoy!
Unlock Criteria: 0 XP



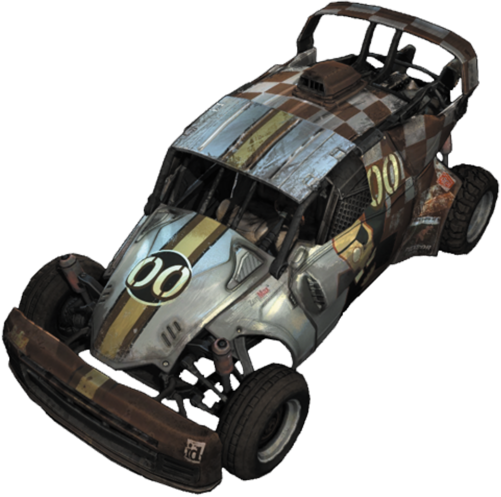
Toxic

Class: Buggy
Description: The noxious bandit buggy.
Unlock Criteria: 200 XP



Uncle Sam

Class: Buggy
Description: The Wasted Clan's patriotic tribute buggy.
Unlock Criteria: 200 XP



Rusty’s Buggy

Class: Buggy
Description: Rusty’s buggy is never without a spare part.
Unlock Criteria: 450 XP

Classic

Class: Buggy
Description: The classic Scarab buggy.
Unlock Criteria: 450 XP

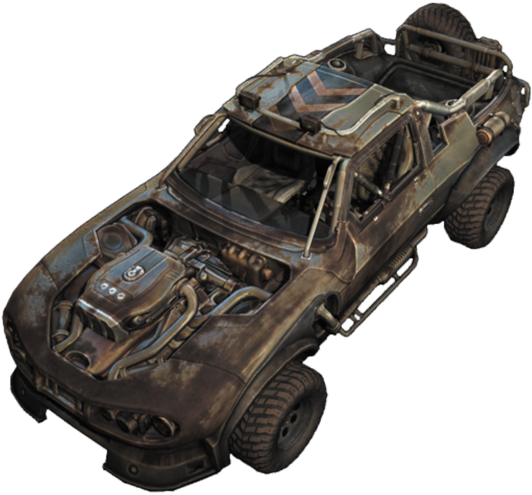
Grim Reaper

Class: Buggy

Description: The buggy that signals death to your enemies.
Unlock Criteria: 800 XP

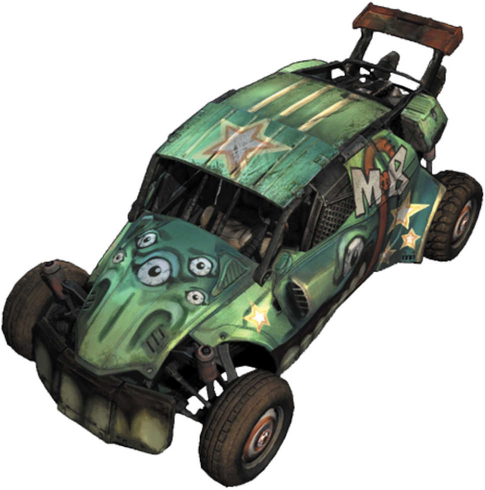
Crush

Class: Buggy
Description: The bandit’s classic tribute buggy.
Unlock Criteria: 800 XP



Stallion

Class: Cuprino
Description: Good ol’ reliable, the original Cuprino.
Unlock Criteria: 1,250 XP



Bash Buggy

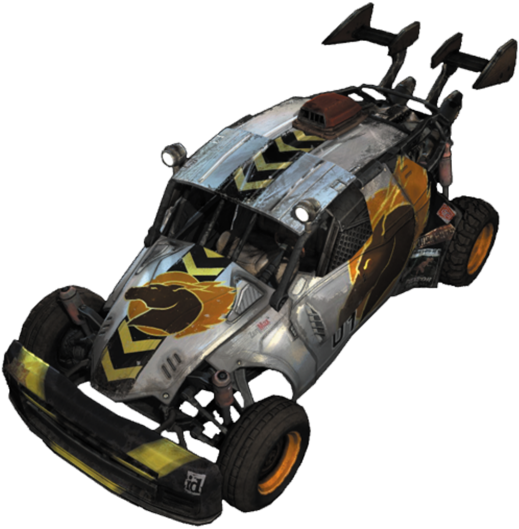
Class: Buggy
Description: The top prize Mutant Bash TV buggy.
Unlock Criteria: 1,800 XP

Vortex

Class: Cuprino
Description: The mysterious Cuprino racer.
Unlock Criteria: 1,800 XP

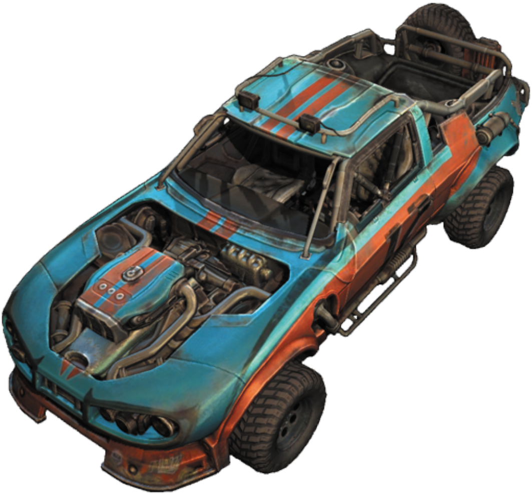
Blaze

Class: Buggy
Description: The Scorcher Clan’s Scarab buggy.
Unlock Criteria: 2,450 XP



Stanley Express

Class: Buggy
Description: The Wasteland's trusted Stanley Express buggy.
Unlock Criteria: 3,200 XP

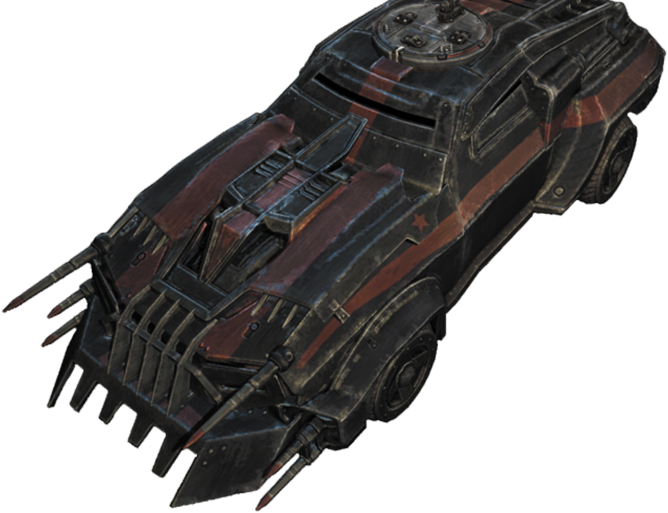


Racer

Class: Cuprino
Description: The class 3 racing Cuprino.
Unlock Criteria: 3,200 XP

Phantom

Class: Buggy
Description: The Ghost Clan's death buggy.
Unlock Criteria: 4,050 XP



Tank

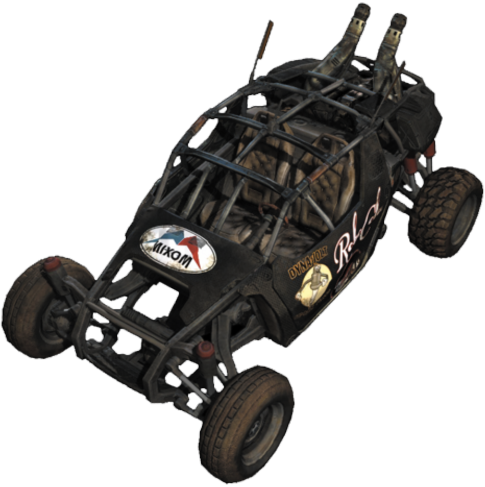
Class: Monarch
Description: The heavily fortified combat Monarch.
Unlock Criteria: 5,000 XP

Rising Sun

Class: Buggy
Description: The Wasted Clan’s eastern tribute buggy.
Unlock Criteria: 6,050 XP

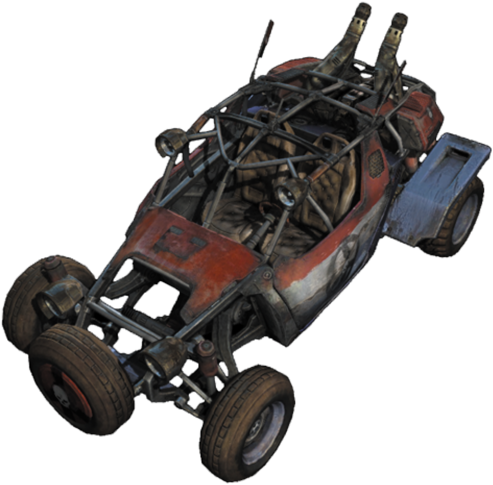
Union Jack

Class: Buggy
Description: The Wasted Clan’s western tribute buggy.
Unlock Criteria: 6,050 XP



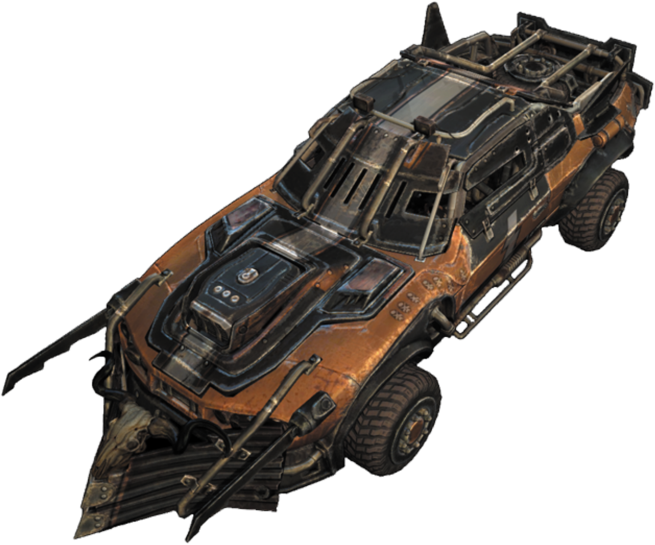
RoboCola

Class: Buggy
Description: The RoboCola sponsored racing buggy.
Unlock Criteria: 7,200 XP



Wastelander

Class: Buggy
Description: The Wasted Clan's cross-country buggy.
Unlock Criteria: 8,450 XP



Sawtooth

Class: Cuprino
Description: The deadly saw-toothed combat Cuprino.
Unlock Criteria: 8,450 XP

Inferno

Class: Buggy
Description: The Scorcher Clan’s combat Scarab buggy.
Unlock Criteria: 9,800 XP

Starky

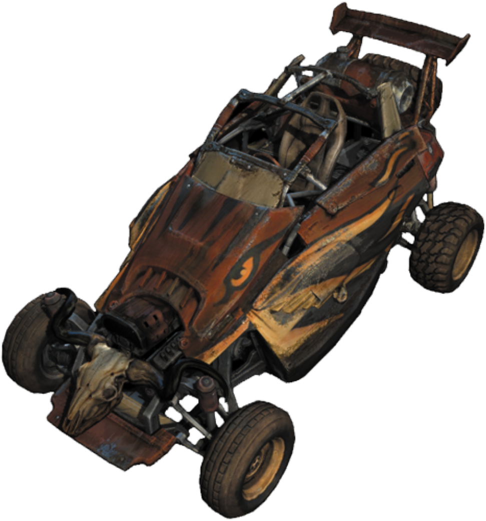
Class: Monarch
Description: The fearsome veteran combat Cuprino.
Unlock Criteria:
11,250 XP

Ghost

Class: Buggy
Description: The Ghost Clan’s modified Class 2 buggy.
Unlock Criteria: 12,750 XP

Scorpion

Class: Cuprino
Description: The renowned Scorpion racing Cuprino.
Unlock Criteria:
14,400 XP

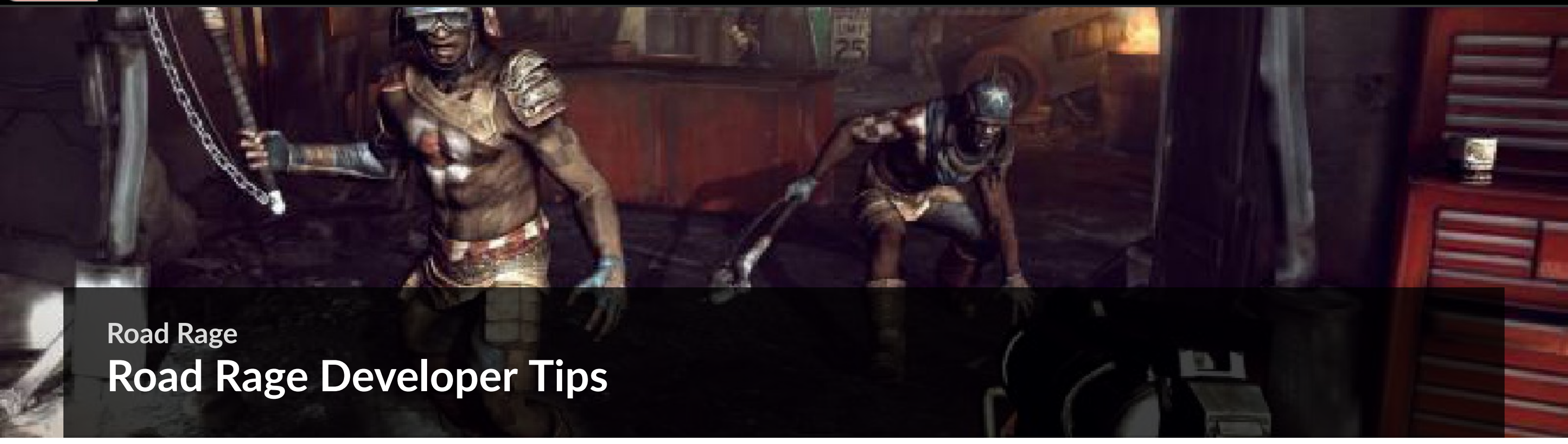


Phoenix

Class: Buggy
Description: The Scorcher Clan’s infamous Phoenix buggy.
Unlock Criteria: 16,150 XP

Patrol

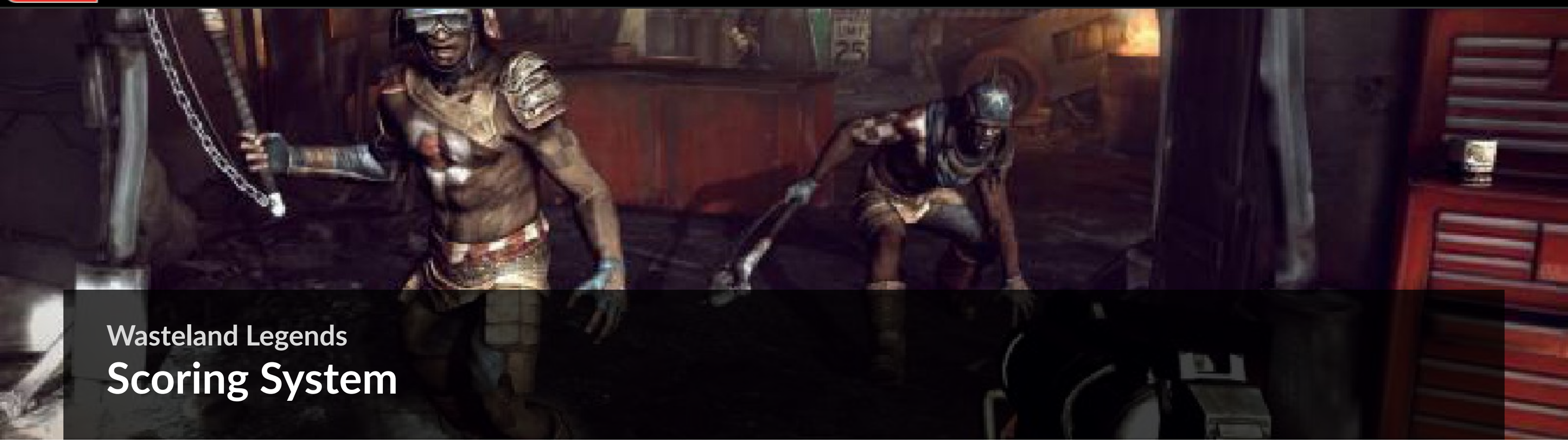
Class: Cuprino
Description: Serving Wasteland justice one enemy at a time.
Unlock Criteria:
18,000 XP



Road Rage

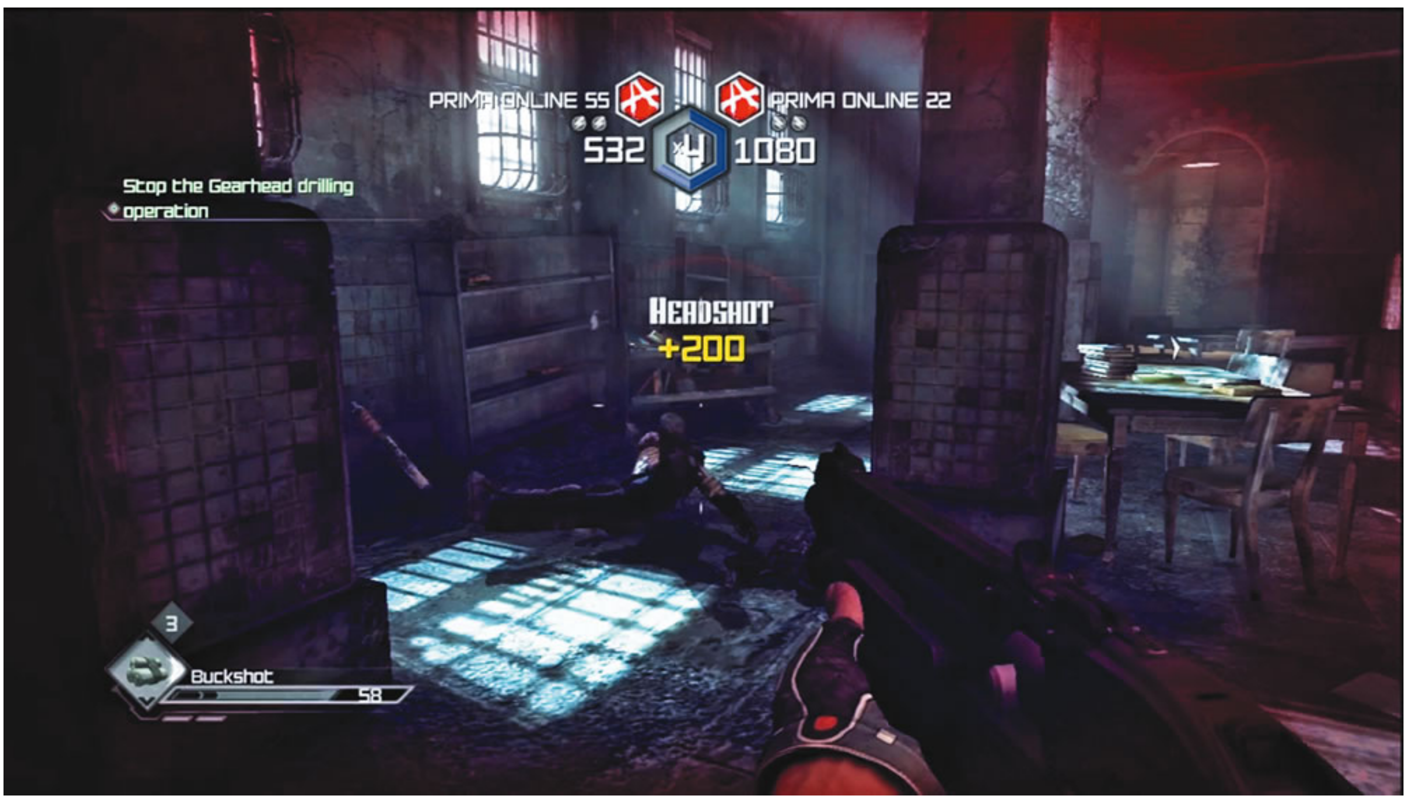
Road Rage Developer Tips

- The key to getting a quick kill with the Heavy Machine Gun is managing the overheat.
- Timing a Pulse Cannon shot when a Homing Missile lands can be a great way to deal a lot of damage quickly.
- Use a Homing Missile to lock on to an enemy and bait him into wasting a Shield.
- EMP the player with Quad Damage and run!
- Secondary weapons can be a good finishing move.
- Use a lock on to bait people into using Shield.
- Use boost in mid-air to get a lot more distance on a jump.
- Remember: Rockets aim manually, Missiles lock.
- Keep an eye open for items in the world that replenish your vehicle.
- When someone takes a rally point, try to anticipate where the next one will appear.
- All primary weapons have different lock-on ranges—use these to your advantage.
- Use Air Burst to avoid Mines, Cluster Bombs, and other obstacles in your path.
- Use EMP near enemies to slow them down.
- The more consecutive rally points you take in Chain Rally, the higher your Score Multiplier will go.
- Deploy Mines to get enemies off of your back.
- Use the Garage to customize your vehicles.
- When taking a rally point, the direction you are facing can affect where the next one will appear.
- Boost is limited, use it wisely.
- Straight firing Rockets pack more punch than Homing Missiles.
- The Hover Turret can add some extra firepower when you need it.
- Killing the current Chain Holder will yield a higher score than a standard kill.
- Quad Damage does exactly what you think it does. Find it and dominate!



Wasteland Legends

Scoring System



Keep killing enemies to increment the scoring multiplier for big points!

Surviving each mission isn't enough if you hope to reach Legendary status. Wasteland Legends employs a complex scoring system to ensure only the most talented teams reach the top of the leaderboards. During the course of a mission, you earn points for kills and other special events. To make things more interesting (and rewarding), a shared score multiplier system is in effect, allowing you to score big points. The current score multiplier appears at the top of the screen within a hexagonal icon and applies to both players. The hexagon works like a meter, filling in a clockwise fashion. Once the hexagon is full, the multiplier increments, eventually topping out at 5X. You can increase the multiplier by damaging and killing enemies. However, the multiplier drops whenever you take damage or become incapacitated, so stay out of danger and keep killing to max out your combined score. The following table details all the actions that earn you points—the point values reflect a base 1X multiplier.

Table Event Scoring

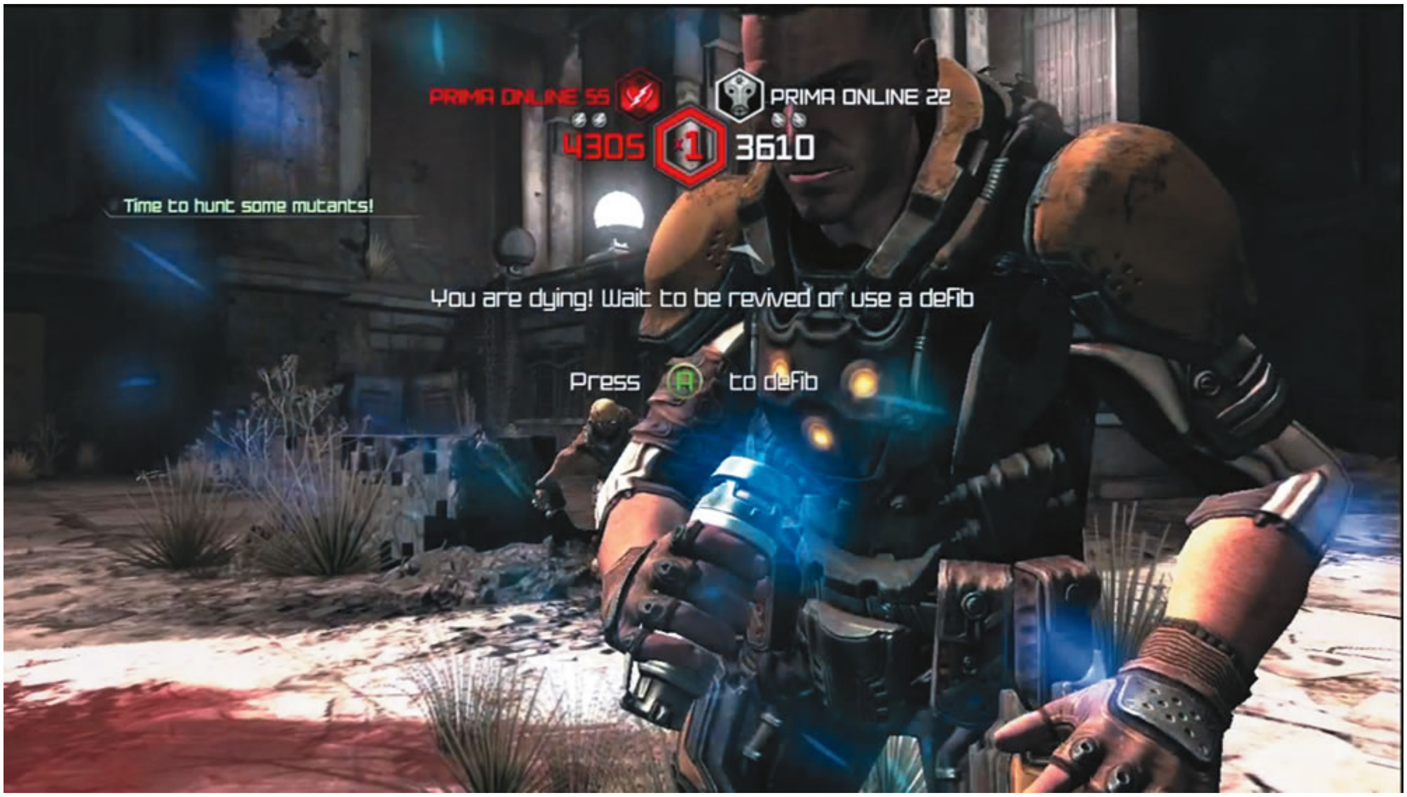
Action	Description	Points
Kill	Kill an enemy	+25
Boss Kill	Kill an enemy boss	+75
Headshot	Kill an enemy with a headshot	+50
Heavy/Boss Enemy Headshot Kill	Kill a heavy/enemy boss with a headshot	+150
Double Kill	Kill two enemies within 3 seconds	+50
Triple Kill	Kill three enemies within 3 seconds	+75
Quad Kill	Kill four enemies within 3 seconds	+100
Slaughter	Kill five or more enemies within 3seconds	+200
Special Kill	Gib an enemy with explosive weapons	+75
Enemy Special Kill	Kill a normal enemy and get full gibs/gore (with pop rockets, grenades, etc.)	+75
Heavy/Boss Enemy Special Kill	Kill a heavy/enemy boss and get full gibs/gore (with pop rockets, grenades, etc.)	+175
Assist	Deal at least 30% of the damage to an enemy (without getting the kill)	+20% of base kill score
Defend	With your teammate having less than 30% health left, kill the enemy that has done damage to your teammate most recently	Boost score multiplier
Revenge	Kill an enemy that has incapacitated a player	Boost score multiplier
Covert	Kill an un-alerted enemy without alerting any other AI (not seen or heard)	Boost score multiplier
Brutal	Gib an enemy with explosive weapons or a Wingstick decapitation	Boost score multiplier
Collectible Found	Find a collectible item; score applied at end of mission	+50
Defibs Remaining	Have unused defibrillators; score applied at end of match	+50 (each)

Tip

Bandages can be the difference between your multiplier staying up or taking a serious hit. Always look for more Bandages and use them frequently to stay healthy.

Wasteland Legends

Revive Vs Defib



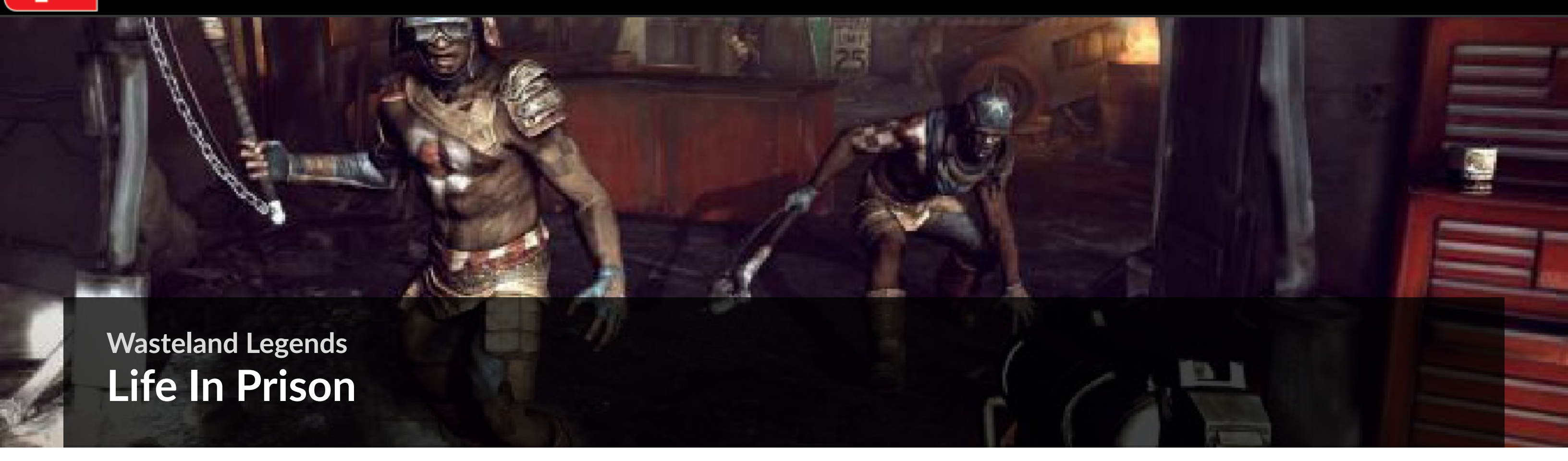
Time to hunt some mutants!

You are dying! Wait to be revived or use a defib

Press A to defib

Have you fallen and can't get up? Let your buddy give you a hand—save those defibs for later.

As in the campaign, you can use a defibrillator to revive yourself. However, you only have two defibrillator charges, as indicated by the gray lightning bolt icons below your name at the top of the screen. Instead of defibrillating yourself, it's much better to have your teammate revive you. You can revive a downed teammate by standing over the body and holding down the use button—this is a context-sensitive command whenever you're close to an incapacitated teammate. You must hold down the button for a few seconds while staying within a few feet of your teammate. This can make you vulnerable to attacks by enemies, so make sure the area is clear before attempting a revive. There is no limit to how many times you can revive a teammate, so make this your team's preferred tactic for getting back into the action. Save those defibrillator charges for the most dire of situations when both you and your teammate are down at the same time. If both players are incapacitated at the same time and you each have no defibrillator charges left, the mission ends in failure, requiring you to restart from the beginning.



Wasteland Legends

Life In Prison

Description:

The Legend about how Dan Hagar's men shut down a Gearhead drilling operation at the old prison and found a little gift for Dan.

Objective:

Stop the Gearhead Drilling Operation.

Enemies:

54

Bosses:

2

Collectibles:

3

Starting Weapons:

- Fists
- Settler Pistol
- Combat Shotgun
- Authority Machine Gun

Scoring Milestones

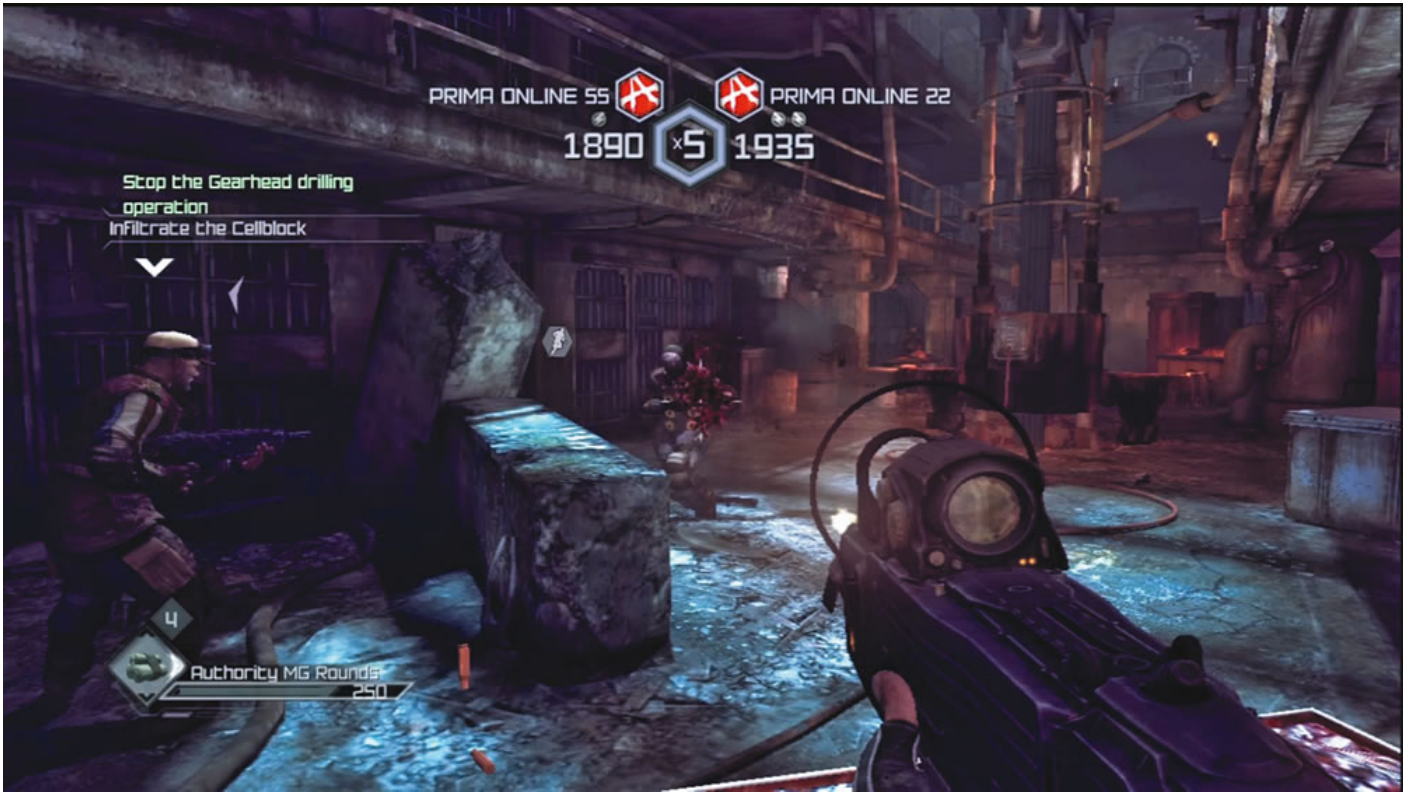
Rank	Score
Noteworthy	0
Celebrated	2800
Famous	5700
Revered	8600
Legendary	11500

Mission Emblems

Image	Criteria
	Complete "Life in Prison"
	Complete "Life in Prison" on Nightmare difficulty

PRIMA ONLINE 55
PRIMA ONLINE 22
0
×2
175
Stop the Gearhead drilling operation
3
Buckshot
64

As the first mission, this one isn't easy at all, pitting your team against a nasty bunch of heavily armored Gearheads. With the exception of the enemies armed with shotguns and melee weapons, most of the Gearheads seek cover, leading to stand-off firefights. In these situations, have your buddy pin the Gearheads with the Authority Machine Gun while you flank, using the Combat Shotgun at close range. This is a very effective tactic in the storage room and library early during the mission. However, be careful not to get separated, otherwise you won't be able to revive each other.


PRIMA ONLINE 55
PRIMA ONLINE 22
1890
×5
1935
Stop the Gearhead drilling operation
Infiltrate the Cellblock
4
Authority MG Rounds
250

When you reach the first cellblock, hold your ground and let the enemies come to you until the area is clear. If you get too far ahead of yourself, you'll have Gearheads surrounding you. Seek out cover and blast the Gearheads charging directly at you. If you're having trouble hitting the enemies behind cover, take them out with HE Grenades. When the Gearhead armed with the flamethrower appears, unleash a torrent of hot lead from your Authority Machine Guns in an attempt to puncture the tank on his back. Most importantly, keep your distance from this guy.

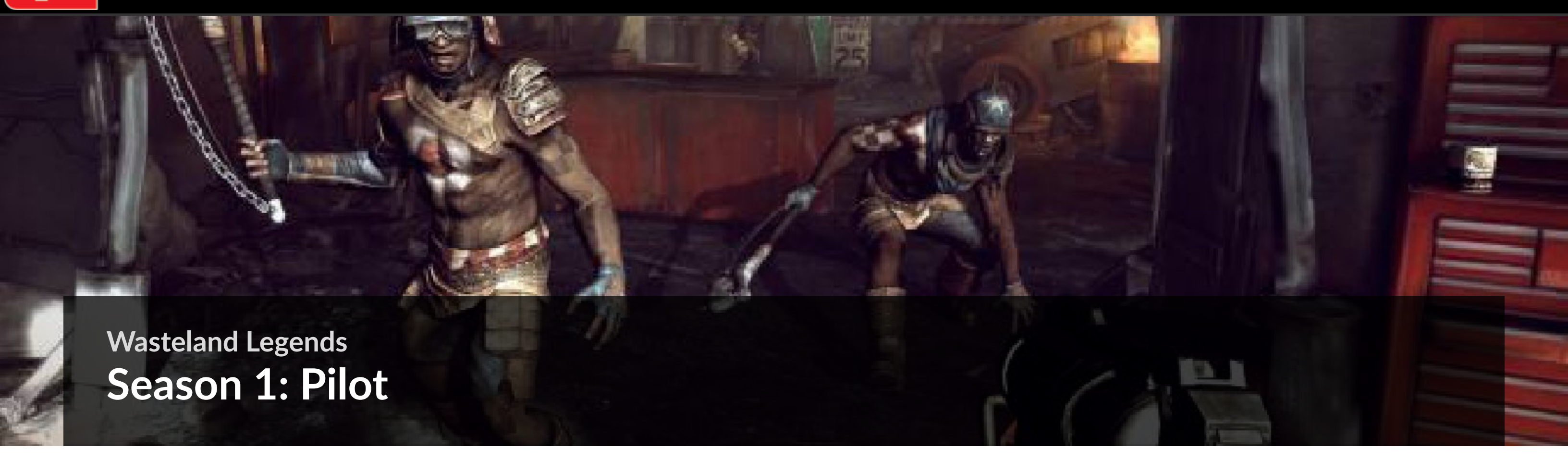
PRIMA ONLINE 55
PRIMA ONLINE 22
2930
×4
2883
Stop the Gearhead drilling operation
Find and shut down the drill
+75
5
Authority MG Rounds
434

PRIMA ONLINE 55
PRIMA ONLINE 22
3932
×5
3985
Stop the Gearhead drilling operation
Hold off the remaining Gearheads
HEADSHOT
+250
6
Authority MG Rounds
63

Prepare for a frantic fight when you reach the mess hall. Sniper Rifles can be found in the Warden's office upstairs, but only one player should snipe while the other covers the flanking staircases. If you're not careful, a Gearhead with a flamethrower may sneak up on you and ruin your day. Hold in the Warden's office until the floor below is clear, then interact with the control panel in the floor to shut down the drilling equipment. Finally, hold out on the stage on the mess hall's floor and put on a show of your own, blasting the final wave of Gearheads until the mission is complete.

Developer Tips

- Check the beginning toilet for a Clownface collectible.
- Check out cells you can open for items.
- Check the toilets in the room with the toilets and candles.
- Use both levers at the beginning, as this opens up other cells that have items in them.
- Pick up the Lock Grinder in a box just after the library combat.
- Use the Lock Grinder on a door in that first control room area before the cell block, then pick up all the items you can find.
- Use the Authority Machine Gun to force the Napalm Gearheads to turn around and expose their fuel tanks.
- The first drill room is good for HE Grenades.
- In the Warden's office, enemies will rush up those stairs to flank you.
- A good strategy is to have someone up top sniping and another down low.



Wasteland Legends

Season 1: Pilot

Description:

The Legend about the un-aired, first ever episode of Mutant Bash TV.

Objective:

Survive Mutant Bash TV!

Enemies:

97

Bosses:

1

Collectibles:

3

Starting Weapons:

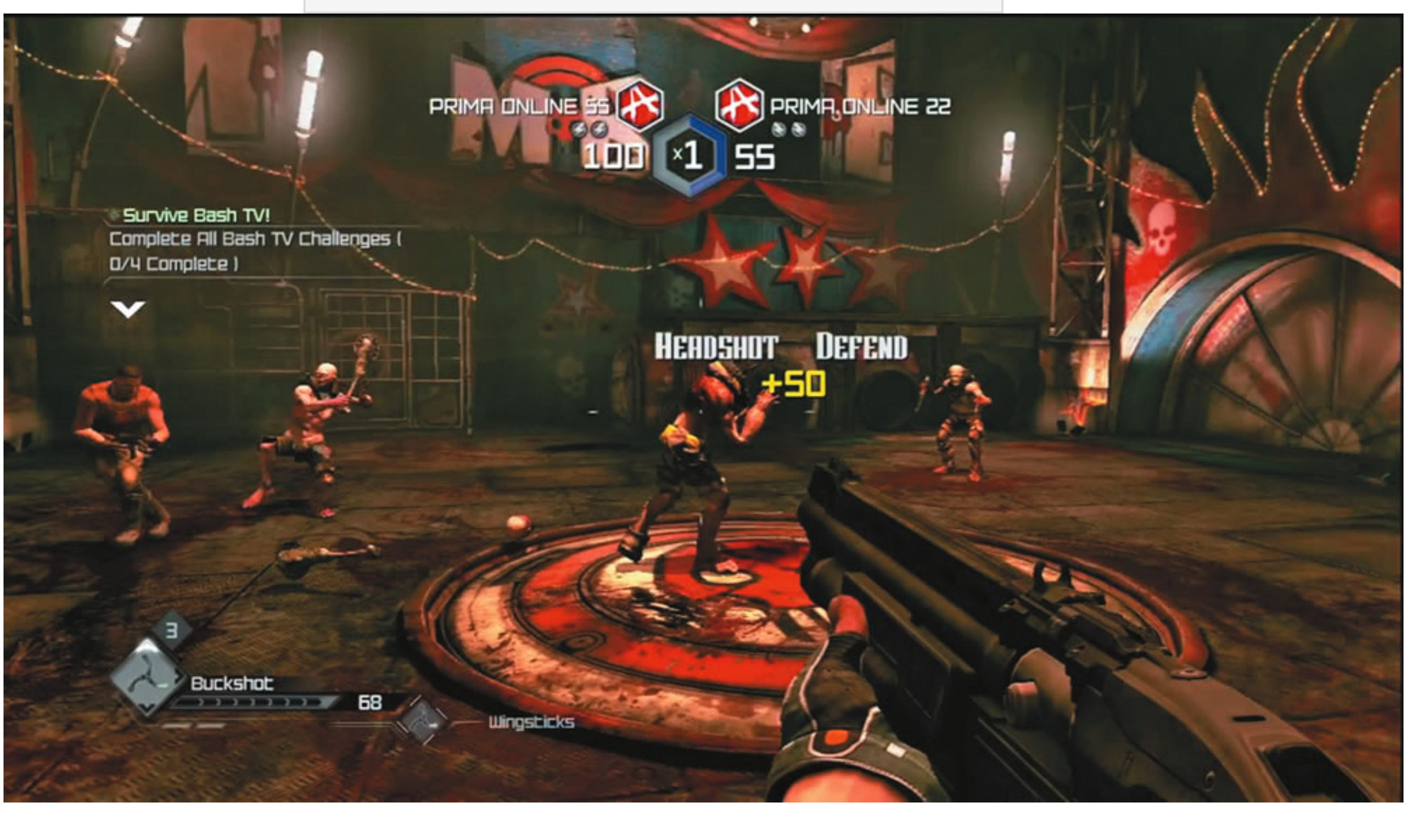
- Fists
- Settler Pistol
- Combat Shotgun
- Assault Rifle

Scoring Milestones

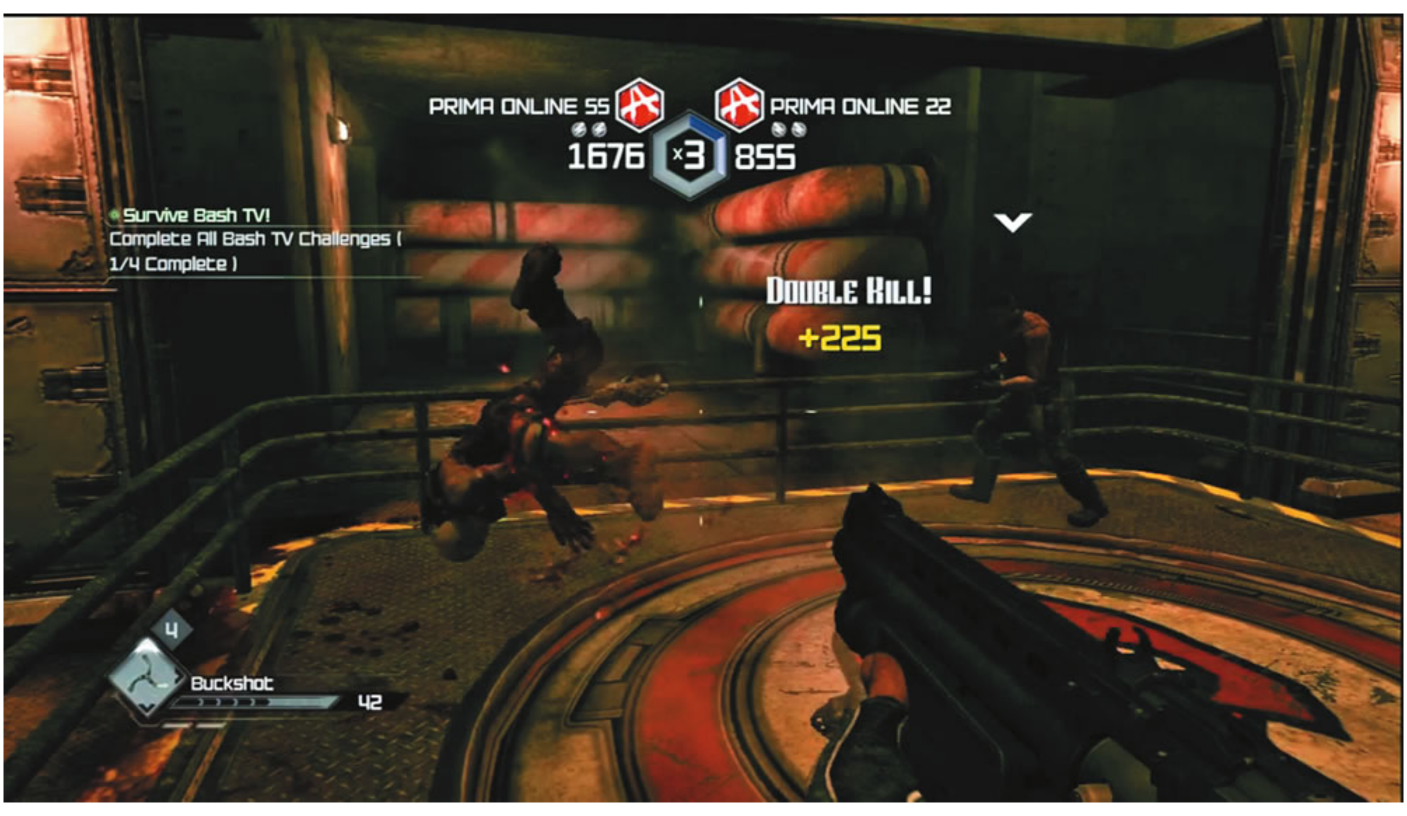
Rank	Score
Noteworthy	0
Celebrated	4300
Famous	8700
Revered	13100
Legendary	17500

Mission Emblems

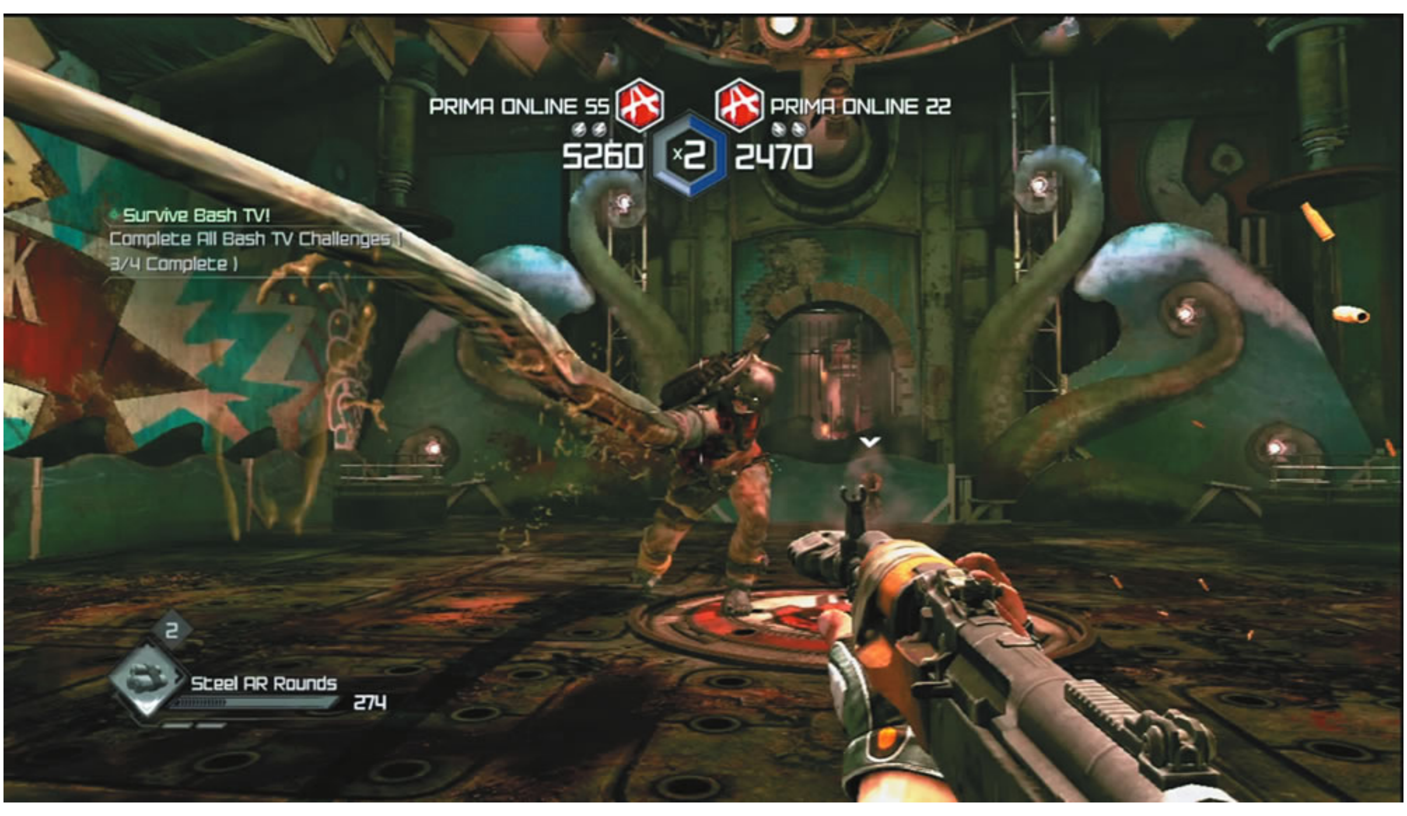
Image	Criteria
	Complete "Season 1: Pilot"
	Complete "Season 1: Pilot" on Nightmare difficulty


PRIMA ONLINE 55
PRIMA ONLINE 22
100
x1
55
Survive Bash TV!
Complete All Bash TV Challenges (0/4 Complete)
HEADSHOT
DEFEND
+50
3
Buckshot
68
Wingsticks

Ready to take on scores of mutants? Then you're in the right place. For the most part, this mission plays out like any episode of Mutant Bash TV. But on this first episode, there are a few malfunctions that add some variety to the usual mix of carnage. The same tactics apply, however. The Combat Shotgun is by far the best weapon to use in this mission. Wait for mutants to get close, then kill them with a single shot. For more distant threats, rely on Wingsticks. After completing the first arena, don't forget to stock up on ammo, located on the shelves, before boarding the lift.


PRIMA ONLINE 55
PRIMA ONLINE 22
1676
x3
855
Survive Bash TV!
Complete All Bash TV Challenges (1/4 Complete)
DOUBLE KILL!
+225
4
Buckshot
42

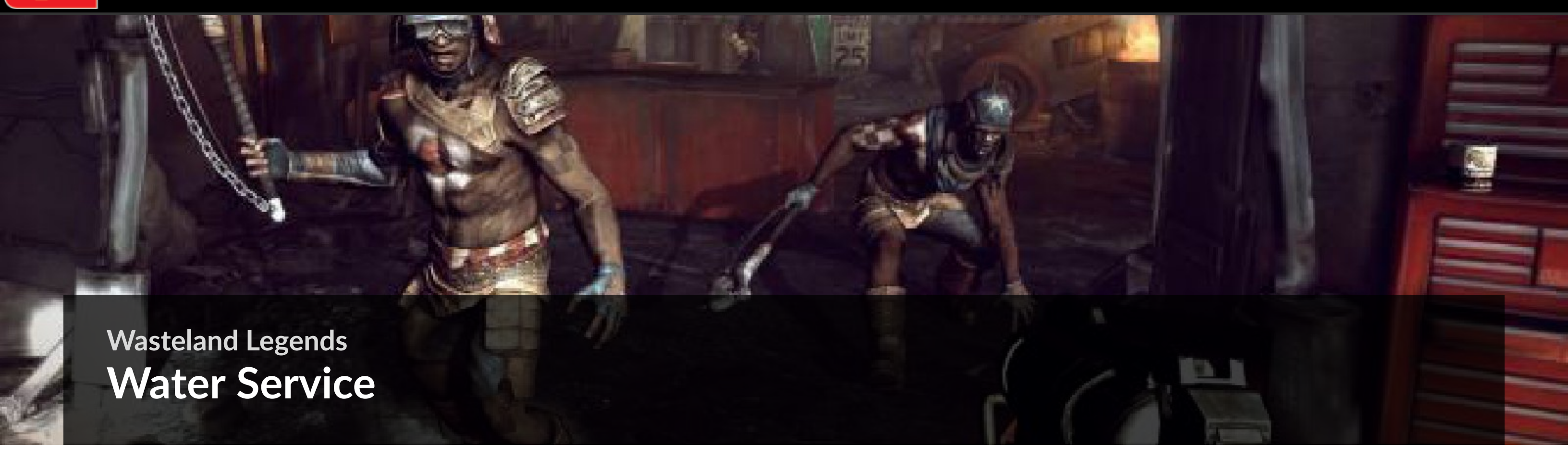
At the start of the second arena, the lift malfunctions, dropping to the lower level as mutants jump down on top of you. Use your Combat Shotguns to blast your way out of this predicament. Hold off the flood of mutants until the lift resumes operation and carries you to a position just above the arena. Keep shooting mutants as they climb onto the lift. The lift eventually hits the right spot, allowing you to step onto the arena floor. Here you need to avoid the rotating ape that is circling the perimeter of the floor while continuing to blast mutants until the arena is clear.


PRIMA ONLINE 55
PRIMA ONLINE 22
5260
x2
2470
Survive Bash TV!
Complete All Bash TV Challenges (3/4 Complete)
2
Steel AR Rounds
274

As expected, a tentacle mutant awaits at the end of the final arena. But in this episode he's joined by several mutants. Divide the labor here, assigning one player to shoot the mutants while the other shoots the Kraken. The Combat Shotgun is still the weapon of choice for dispatching mutants, but if you're the one attacking the Kraken, switch to the Assault Rifle. It has a much higher rare of fire, making it easier to dish out damage quickly. Also, keep some Bandages ready to heal yourself from the boss's inevitable tentacle whip-like attacks.

Developer Tips

- A Combat Shotgun and Wingstick combo is effective for quick Double Kills.
- There are a few surprises that are different from single-player, so be prepared.
- Watch out for the mutants who are carrying TNT.
- Try to kill mutants before the spinning ape or floor spikes do; they are points you may miss out on.
- Have one player fight the tentacle mutant in the final room while the other takes care of incoming mutants.



Wasteland Legends

Water Service

Description:

The Legend about a fearless shootout with bandits who were trying to sabotage Wellspring's water supply.

Objective:

Protect Wellspring's Water Supply.

Enemies:

47

Bosses:

3

Collectibles:

3

Starting Weapons:

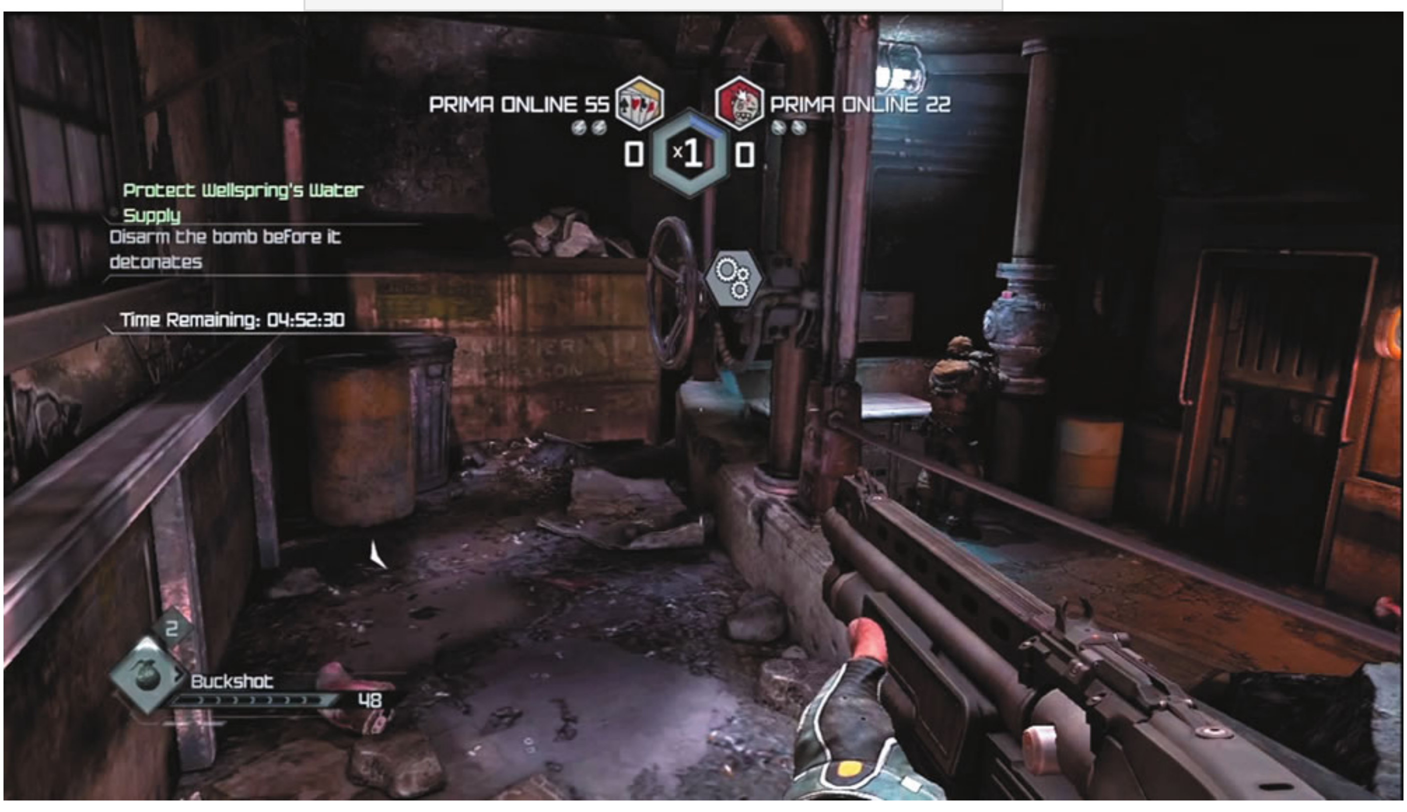
- Fists
- Settler Pistol
- Combat Shotgun
- Assault Rifle

Scoring Milestones

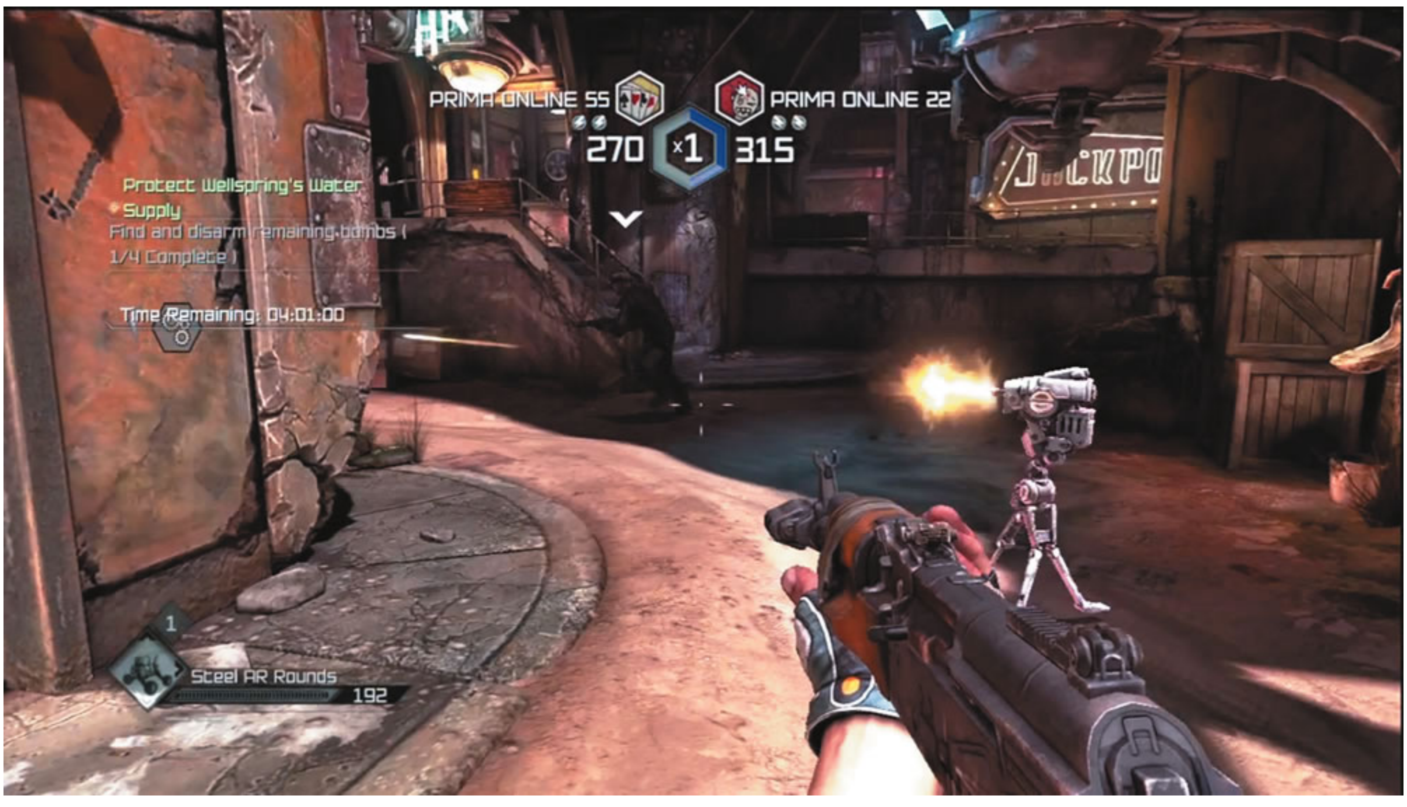
Rank	Score
Noteworthy	0
Celebrated	2200
Famous	4400
Revered	86600
Legendary	8800

Mission Emblems

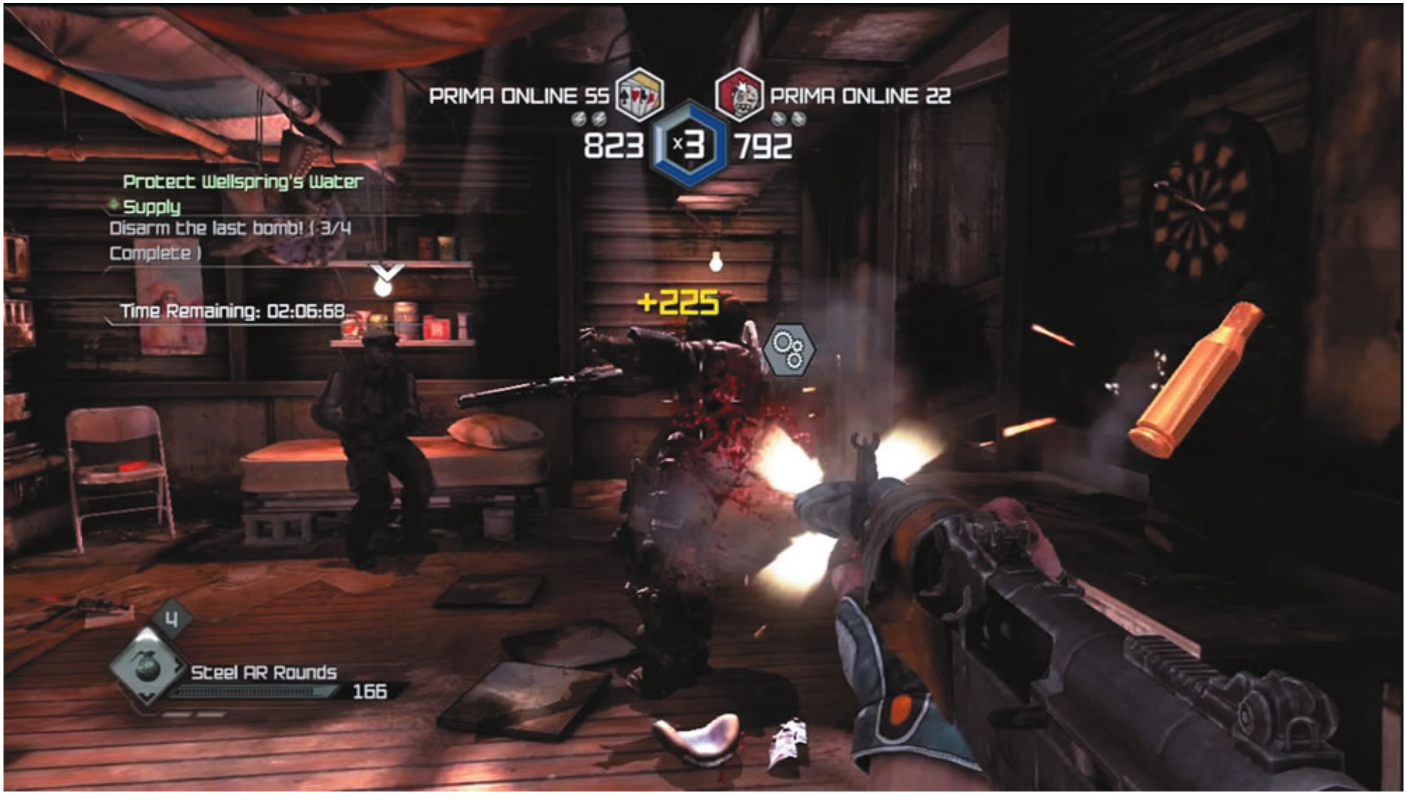
Image	Criteria
	Complete "Water Service"
	Complete "Water Service" on Nightmare difficulty


PRIMA ONLINE 55
PRIMA ONLINE 22
0
x1
0
Protect Wellspring's Water Supply
Disarm the bomb before it detonates
Time Remaining: 04:52:30
2
Buckshot
48

The Shrouded Clan have infiltrated Wellspring and have planted four bombs. As soon as you leave Sheriff Black's office, you have five minutes to find and defuse all the bombs. The first one is located in the nearby alley. Once you clear out the enemies, have one player turn the valve while the other player retrieves the bomb from the opening in the nearby pipe. Every time you retrieve a bomb, one full minute is added to the timer.


PRIMA ONLINE 55
PRIMA ONLINE 22
270
x1
315
Protect Wellspring's Water Supply
Find and disarm remaining bombs (1/4 Complete)
Time Remaining: 04:01:00
1
Steel AR Rounds
192

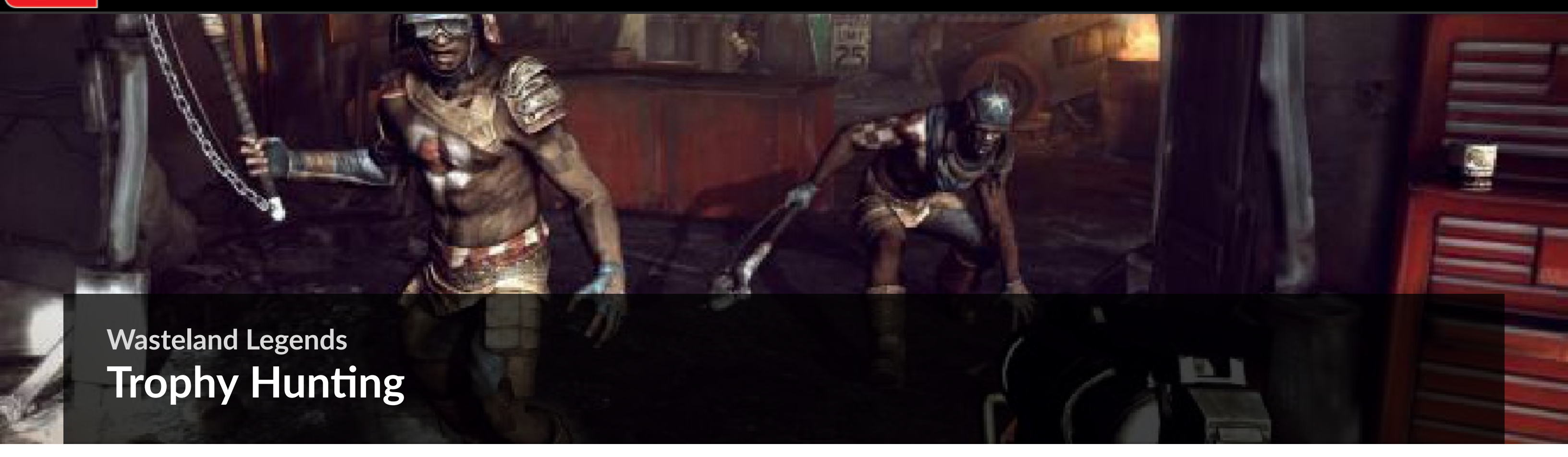
You can find a few Sentry Turrets stashed in different locations on this map, including Mick's garage. Use these turrets to add some firepower to your team in tough firefights. Consider placing one near Sally's bar, facing the tunnel entrance where several Shrouded bandits are positioned. Sentry Turrets don't do much damage, but they can pin your enemies, giving you the opportunity to score flanking kills or toss HE Grenades.


PRIMA ONLINE 55
PRIMA ONLINE 22
823
x3
792
Protect Wellspring's Water Supply
Disarm the last bomb! (3/4 Complete)
Time Remaining: 02:06:68
+225
4
Steel AR Rounds
166

The final bomb is located in the house at the end of the street, beyond Coffer's shop. Make an aggressive push to get into the house's top floor. A heavily armored bandit guards the bomb area on the second floor. Weaken him with an HE Grenade, then pummel him with repeated Assault Rifle fire until he's down for good. With the top floor clear, retrieve the fourth bomb to stop the timer once and for all, but the mission isn't over yet. You must fend off one last wave of attackers. Stay in the house and grab the Sniper Rifle by the windows overlooking the street. While one player snipes, have the other provide security, preventing anyone from entering the house.

Developer Tips

- There is a Lock Grinder in the cabinet next to the Sheriff's desk.
- Be sure to check Mick's garage for items.
- Check Coffer's shop for items as well.
- Use the Lock Grinder on the rear door of Sally's bar; this allows access to more items.
- Watch out for a Shrouded Clan boss as you enter the house toward the end.
- Watch out for enemy flanks in the first combat area and in the house at the end.



Wasteland Legends

Trophy Hunting

Description:

The Legend about how three of the Wasteland's biggest and baddest mutants found a home at the Second Chance Bar.

Objective:

Time to hunt some mutants!

Enemies:

128

Bosses:

3

Collectibles:

3

Starting Weapons:

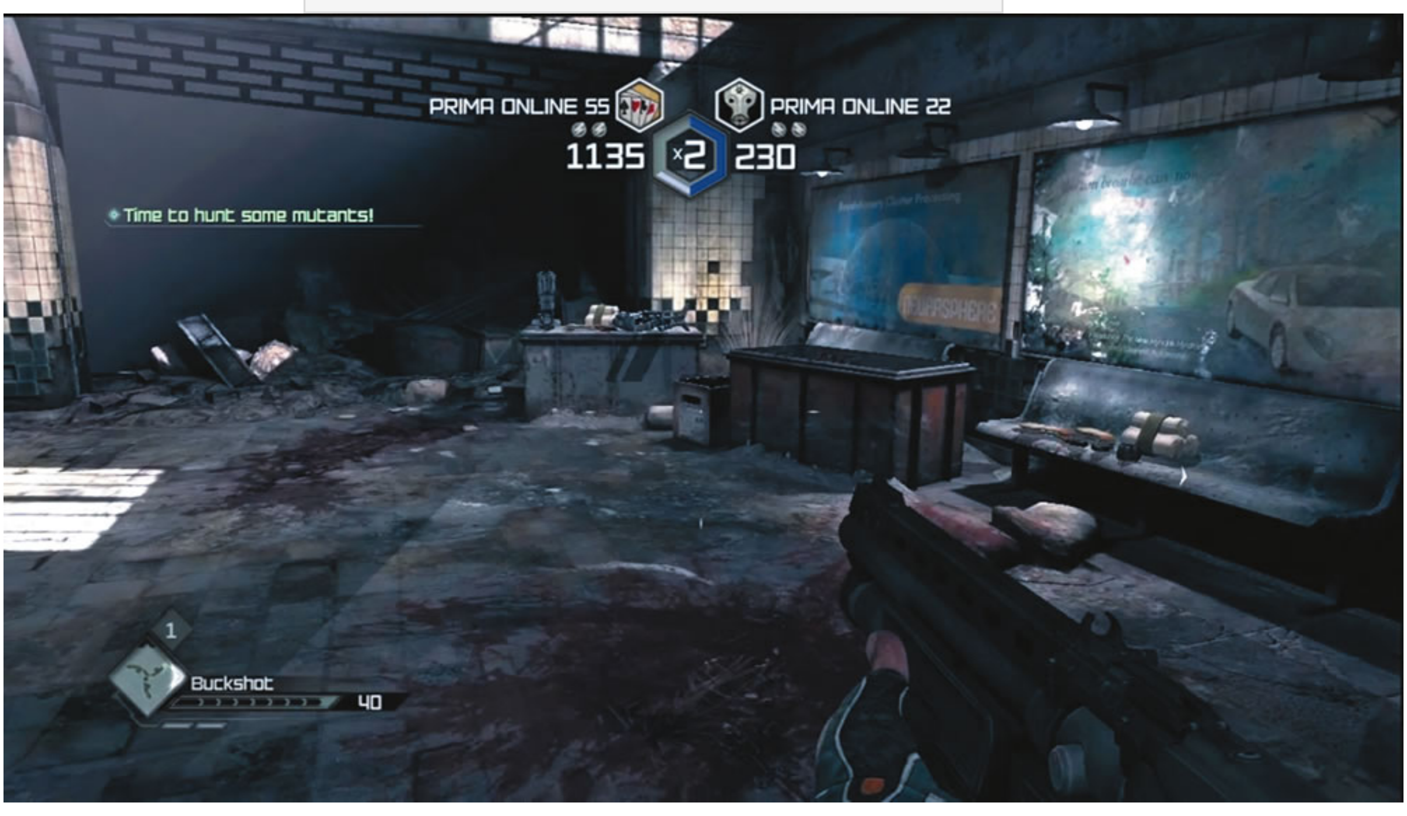
- Fists
- Sniper Rifle
- Combat Shotgun
- Assault Rifle

Scoring Milestones

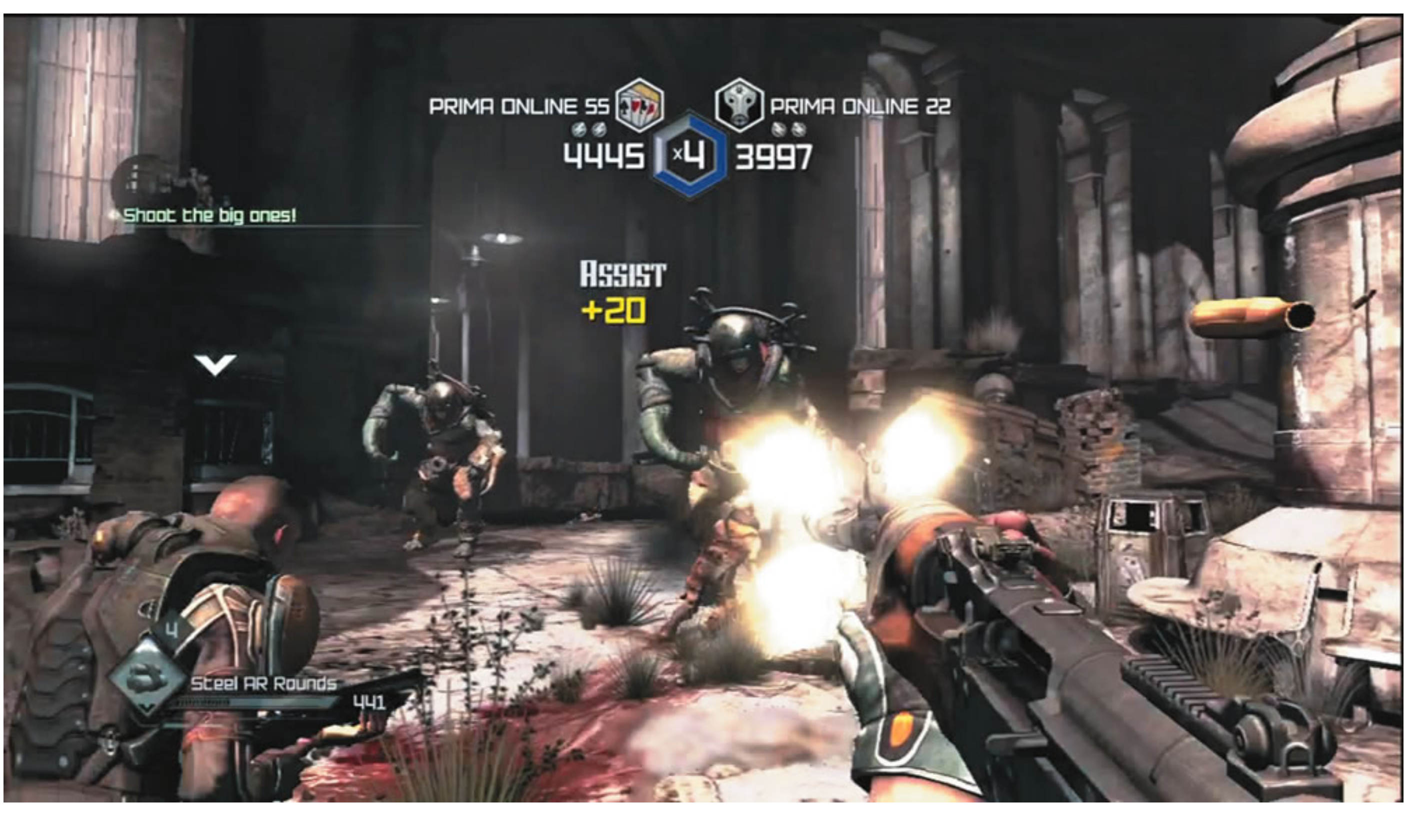
Rank	Score
Noteworthy	0
Celebrated	5600
Famous	11200
Revered	16900
Legendary	22500

Mission Emblems

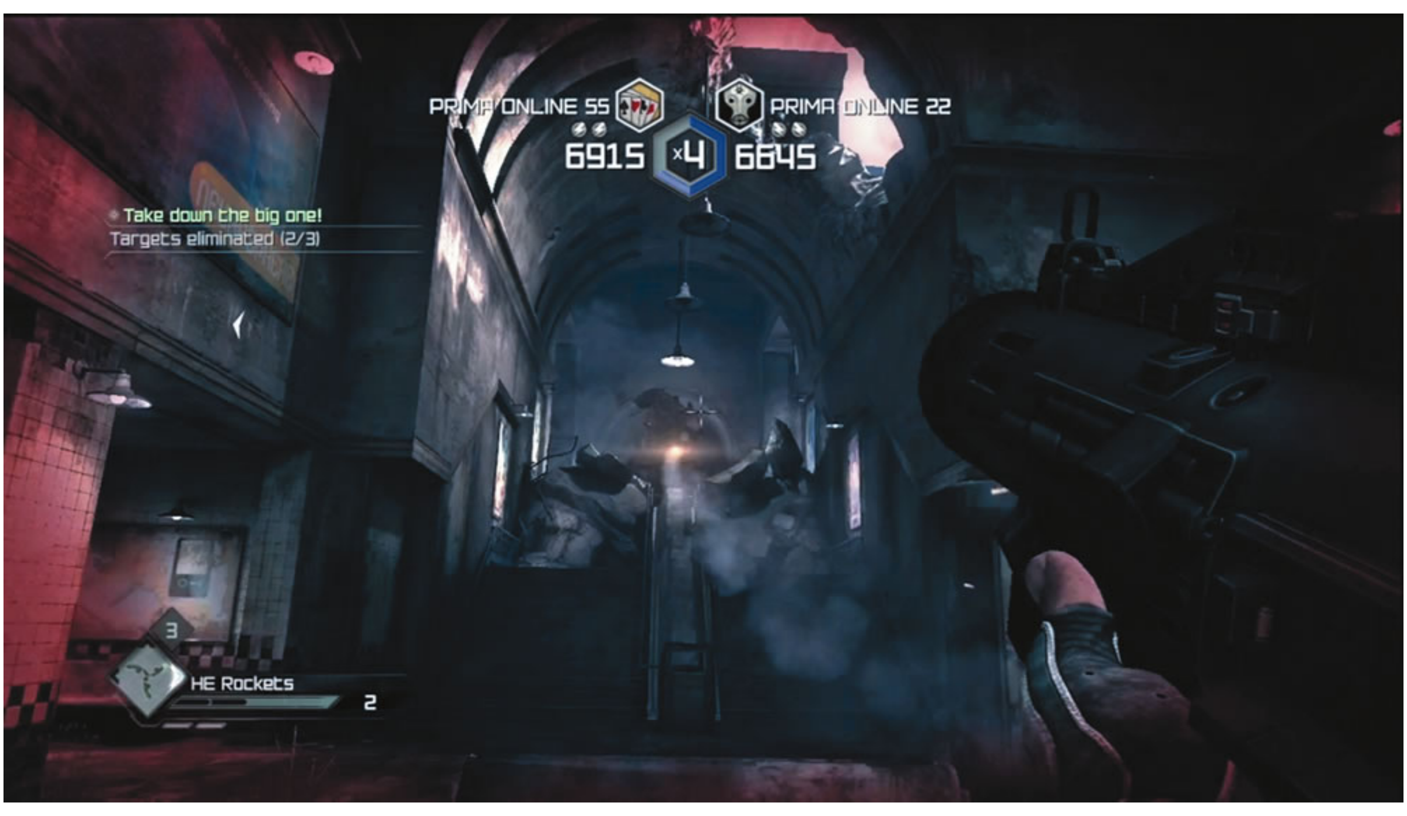
Image	Criteria
	Complete "Trophy Hunting"
	Complete "Trophy Hunting" on Nightmare difficulty



Ever wonder where those mutant heads came from adorning the wall of Sally's Second Chance Bar? This mission attempts to answer that question as you clean out a horde of mutants occupying the Blue Line Station. Equip your Combat Shotgun and start marching through the station while blasting mutants. Don't forget to head upstairs to search for supplies. Here you can find ammo, Bandages, a couple of Sentry Turrets, and some Advanced Wingsticks, but be prepared to face off against several mutants along the way. The Advanced Wingsticks are very effective on this level, ideal for scoring Triple Kills.



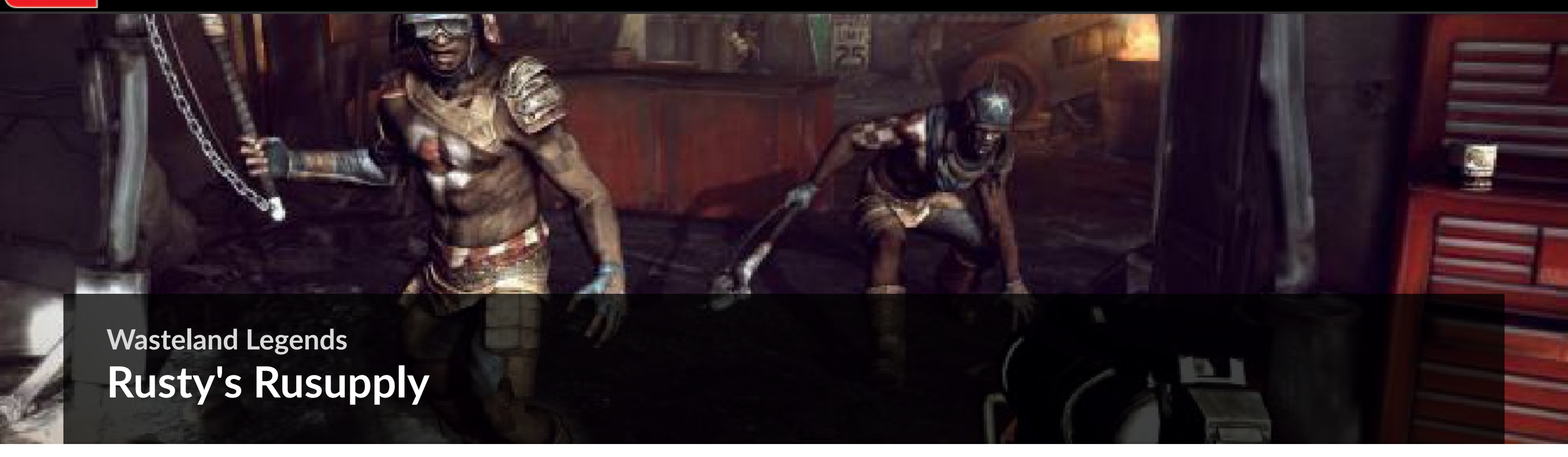
In the terminal, you face off against a large swarm of mutants. This is a good spot to deploy a Sentry Turret, but place it against a wall or corner to ensure mutants can't sneak up behind it. Even your Sentry Turret can become overwhelmed, so don't wander too far away, and blast any mutants that get too close to your little toy. After clearing out all the mutants, you come under attack by a pair of tentacle mutants. Use your Assault Rifles to quickly wear these guys down. Fortunately, you have plenty of room to maneuver, making it easier to side-step their charging and tentacle attacks. Still, keep some Bandages ready during this fight.



Fight your way through the adjoining tunnel to reach the station platform, stocking up on ammo along the way. Also, don't forget to grab the two Rocket Launchers sitting among the rubble on the right as you enter the station platform—these will come in handy. Proceed to the station platform and blast the mutants there using your Combat Shotgun. For the level's finale, a launcher mutant appears at the top of the nearby staircase, lobbing explosive grenades at you and your teammate. Have you or your teammate continue blasting mutants while the other player focuses hitting the launcher mutant with HE Rockets. Keep pummeling the launcher mutant with HE Rockets until he falls, then mop up the remaining mutants to complete the mission.

Developer Tips

- Try to snipe a few mutants through the first train car window to get some points before they run away.
- Go up the stairs when you enter the first section of the subway station. You'll find items, and more mutants will attack, allowing for more kills and points.
- The launcher mutant at the end has a splash damage attack that will kill mutants. Try to kill them before he does.
- Save your explosive weapons and ammo for the final encounter.
- The last combat area is great for the Advanced Wingstick.



Wasteland Legends

Rusty's Rusupply

Description:

The Legend about how Rusty's Auto Parts always manages to have every part you need—and in stock.

Objective:

Reach the getaway truck with as many auto parts as you can!

Enemies:

83

Bosses:

0

Collectibles:

25

Starting Weapons:

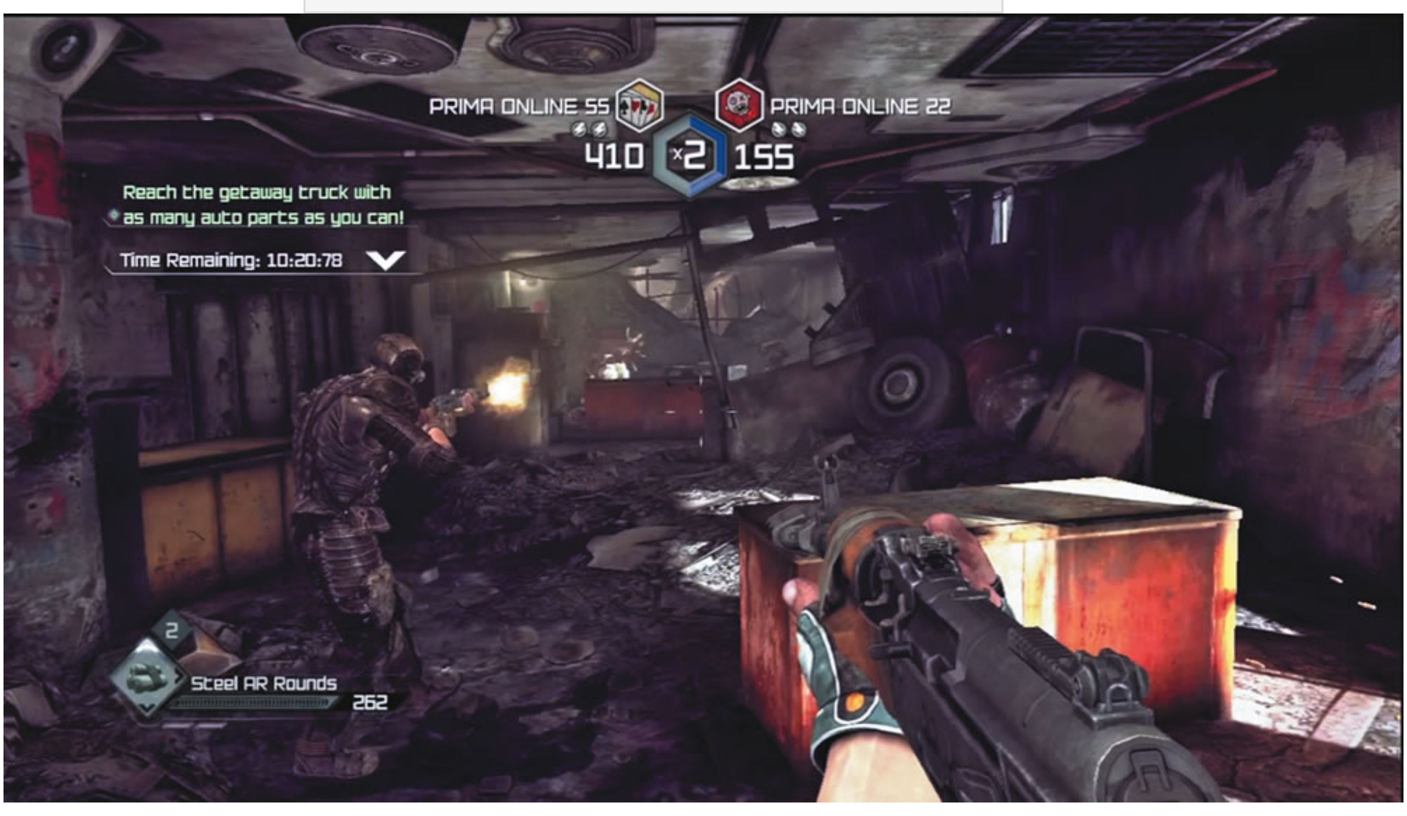
- Fists
- Settler Pistol
- Assault Rifle

Scoring Milestones

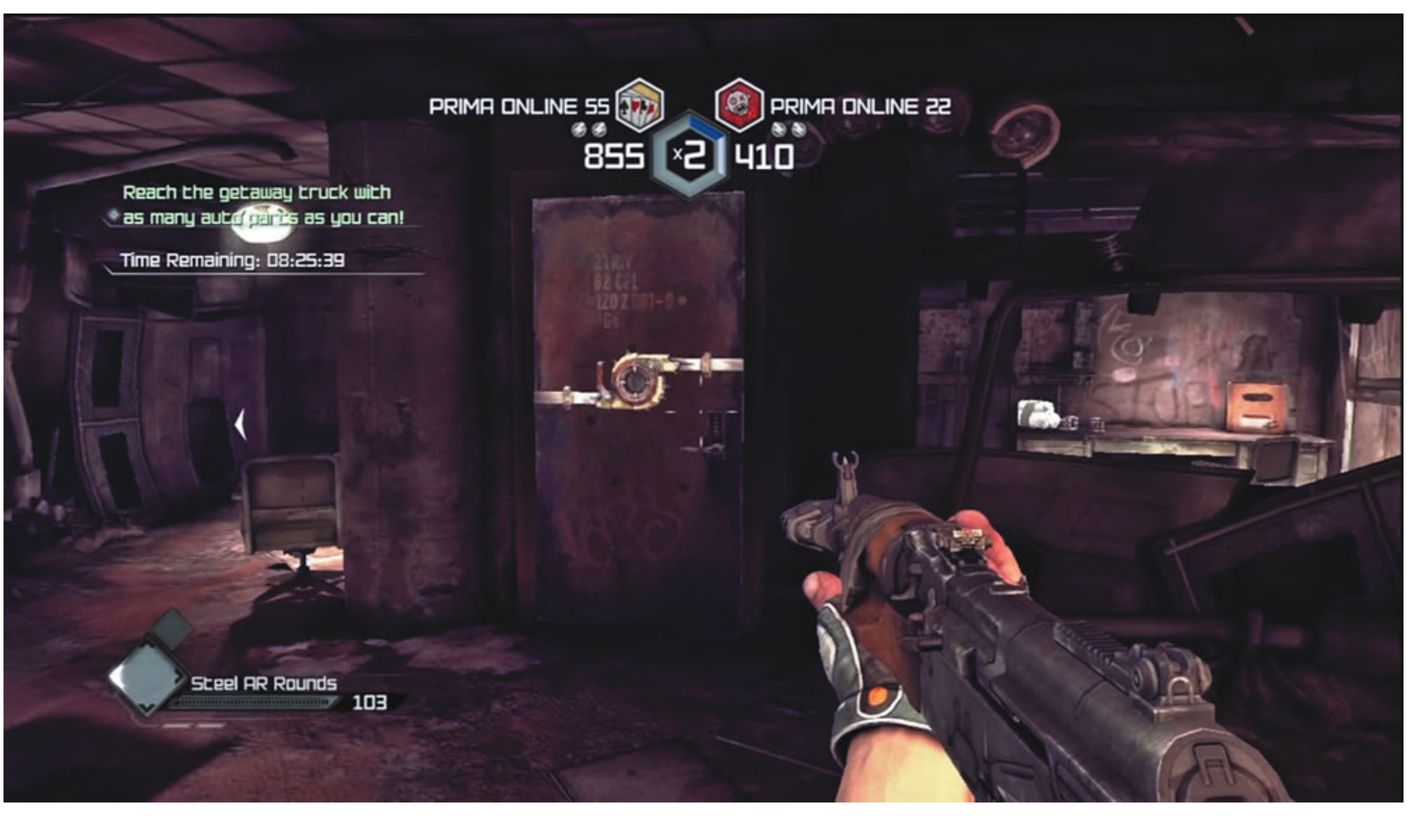
Rank	Score
Noteworthy	0
Celebrated	5500
Famous	11000
Revered	16500
Legendary	22000

Mission Emblems

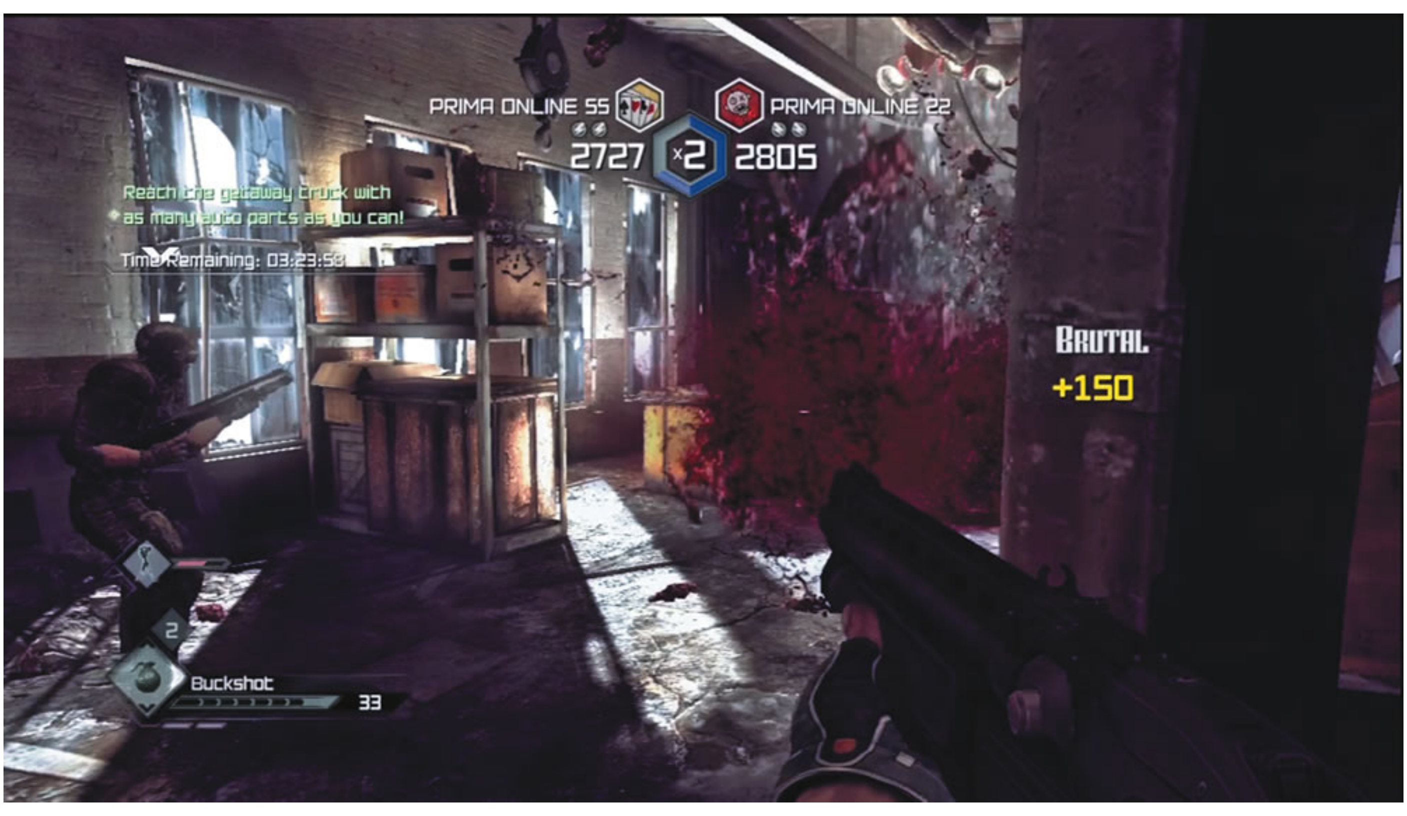
Image	Criteria
<	Complete "Rusty's Resupply"
	Complete "Rusty's Resupply" on Nightmare difficulty


PRIMA ONLINE 55
PRIMA ONLINE 22
410
x2
155
Reach the getaway truck with as many auto parts as you can!
Time Remaining: 10:20:70
2
Steel AR Rounds
262

This is another timed mission, giving you 12 minutes to rummage through the Wasted Garage in search for auto parts. There are a total of 25 auto parts scattered among the level, worth 50 points each upon completion. Finding the parts isn't critical to completing the mission, but they are worth a total of 1,250 points—so keep your eyes peeled. The mission timer begins as soon as you exit the first room. Begin searching for parts as you make your way down to the next floor. The Wasted bandits aren't much of a threat, so keep up the pressure, using your Assault Rifles to mow them all down. Toward the end of the fourth floor, be sure to grab the Combat Shotguns propped up against a sofa holding an ammo cache.


PRIMA ONLINE 55
PRIMA ONLINE 22
855
x2
410
Reach the getaway truck with as many auto parts as you can!
Time Remaining: 08:25:39
Steel AR Rounds
103

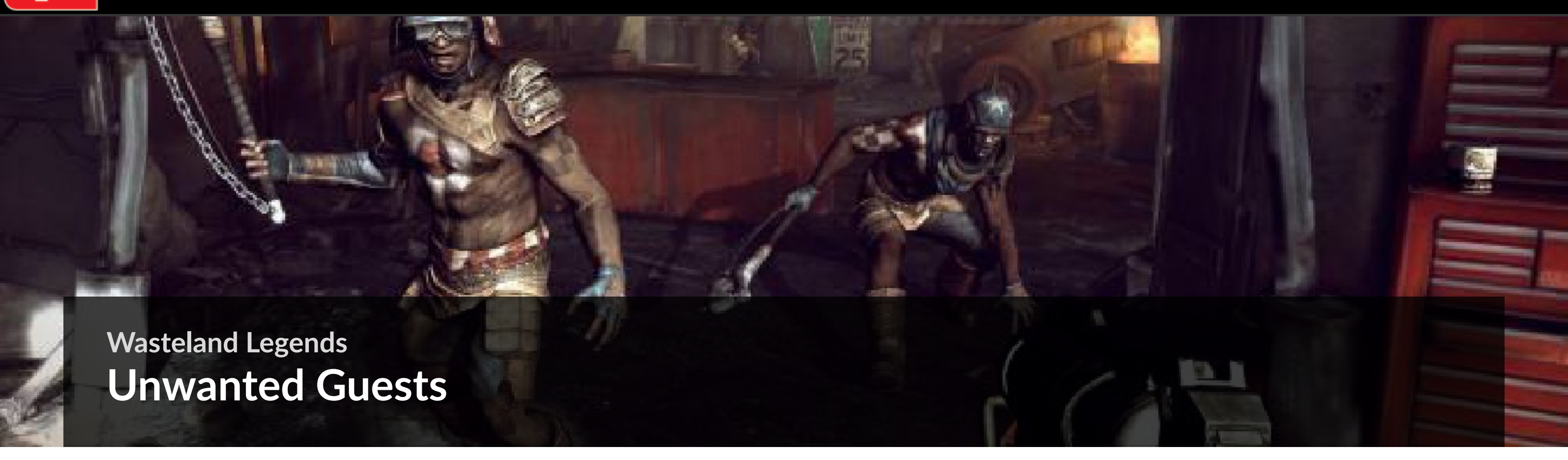
There's a locked office door on the third floor containing one auto part as well as several types of ammo and a Sentry Turret. You can find a Lock Grinder at the top of the dead end flight of stairs on the fourth floor. Without this Lock Grinder you can't open the door and acquire all the auto parts. Proceed to the second floor where you can find Striker Crossbows to add to your arsenal.


PRIMA ONLINE 55
PRIMA ONLINE 22
2727
x2
2805
Reach the getaway truck with as many auto parts as you can!
Time Remaining: 03:23:58
BRUTAL
+150
2
Buckshot
33

By the time you reach the bottom floor, you should have 20 parts—only five more to go. If you've moved through the previous floors quickly, you should have plenty of time to mop up the resistance here and find the remaining parts. However, there is a large number of bandits to contend with. There's no need to conserve ammo here, so attack aggressively using any HE Grenades and Sentry Turrets you've acquired. Once the floor is clear, scour the shelves and workbenches for the five remaining parts and then make your way to the switch on the wall. Interact with the switch to open the garage door, revealing the getaway vehicle. Move toward the vehicle when you're ready to complete the mission. If you have time left, you may want to backtrack until you've found all the auto parts.

Developer Tips

- There are five auto parts on every floor, including the floor you start on.
- Look out for Lock Grinders; you can't get all 25 auto parts without using a Lock Grinder.
- There is a Lock Grinder up a flight of stairs from the fourth floor that you need to get some auto parts. There is also an auto part up at the top of the stairs.
- There is a propane tank that blocks a door on the fourth floor. You can shoot it to make that combat encounter a bit easier.
- Use HE Grenades in the last area for some big points!



Wasteland Legends

Unwanted Guests

Description:

The Legend about the town heroes who fought an army of Authority forces and took back Wellspring.

Objective:

End the Authority Occupation.

Enemies:

35

Bosses:

1

Collectibles:

3

Starting Weapons:

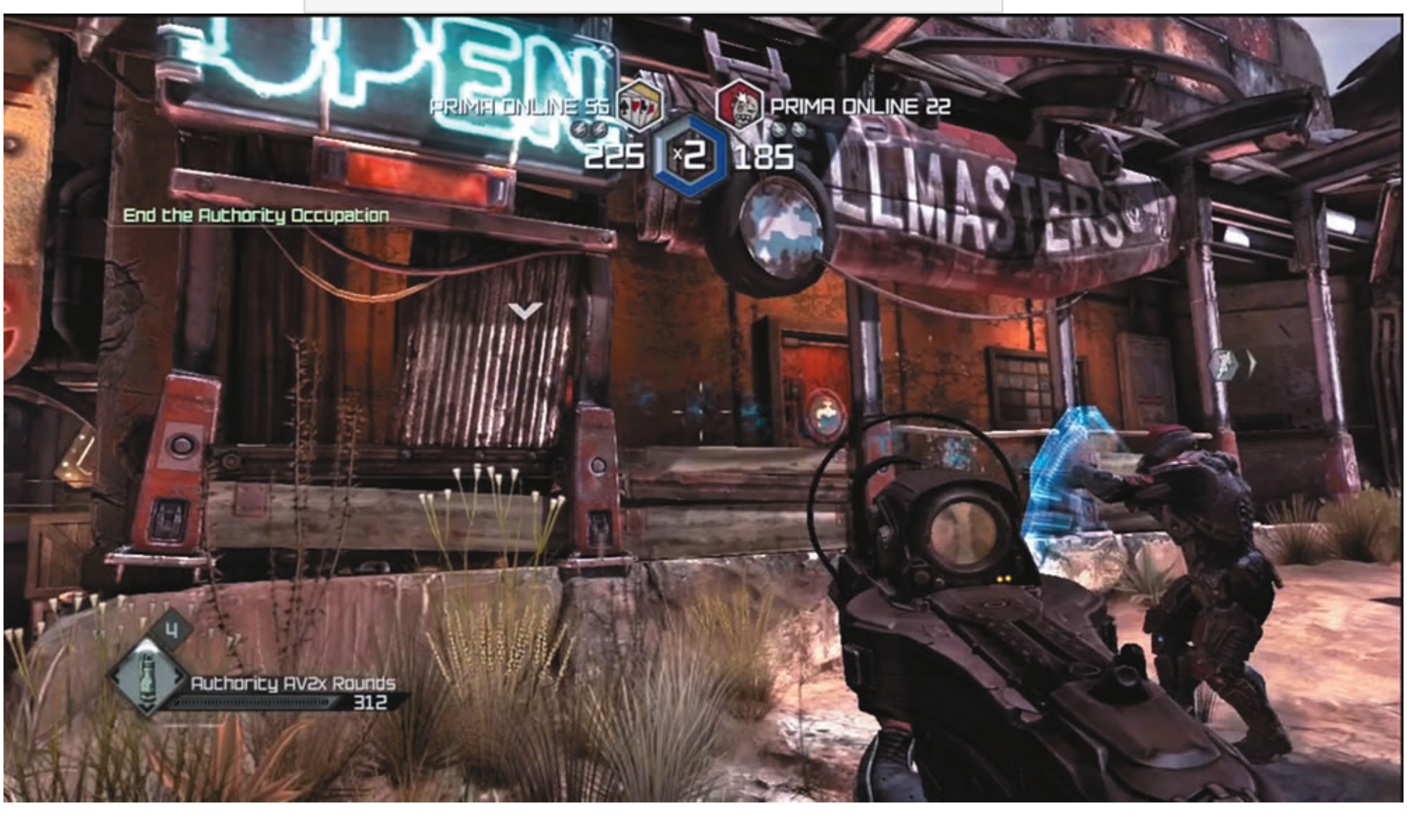
- Fists
- Settler Pistol
- Combat Shotgun
- Authority Machine Gun

Scoring Milestones

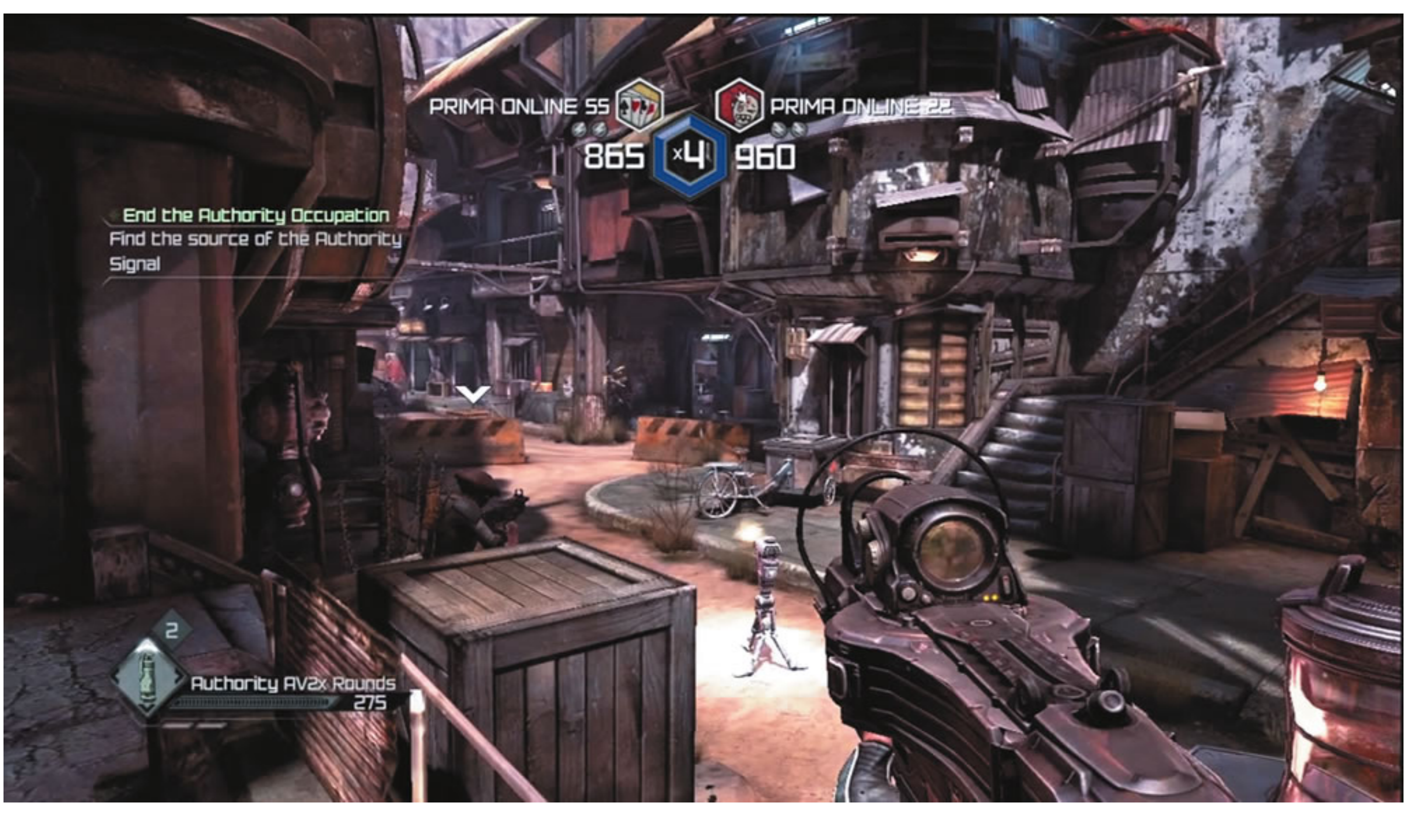
Rank	Score
Noteworthy	0
Celebrated	1400
Famous	2900
Revered	4300
Legendary	5800

Mission Emblems

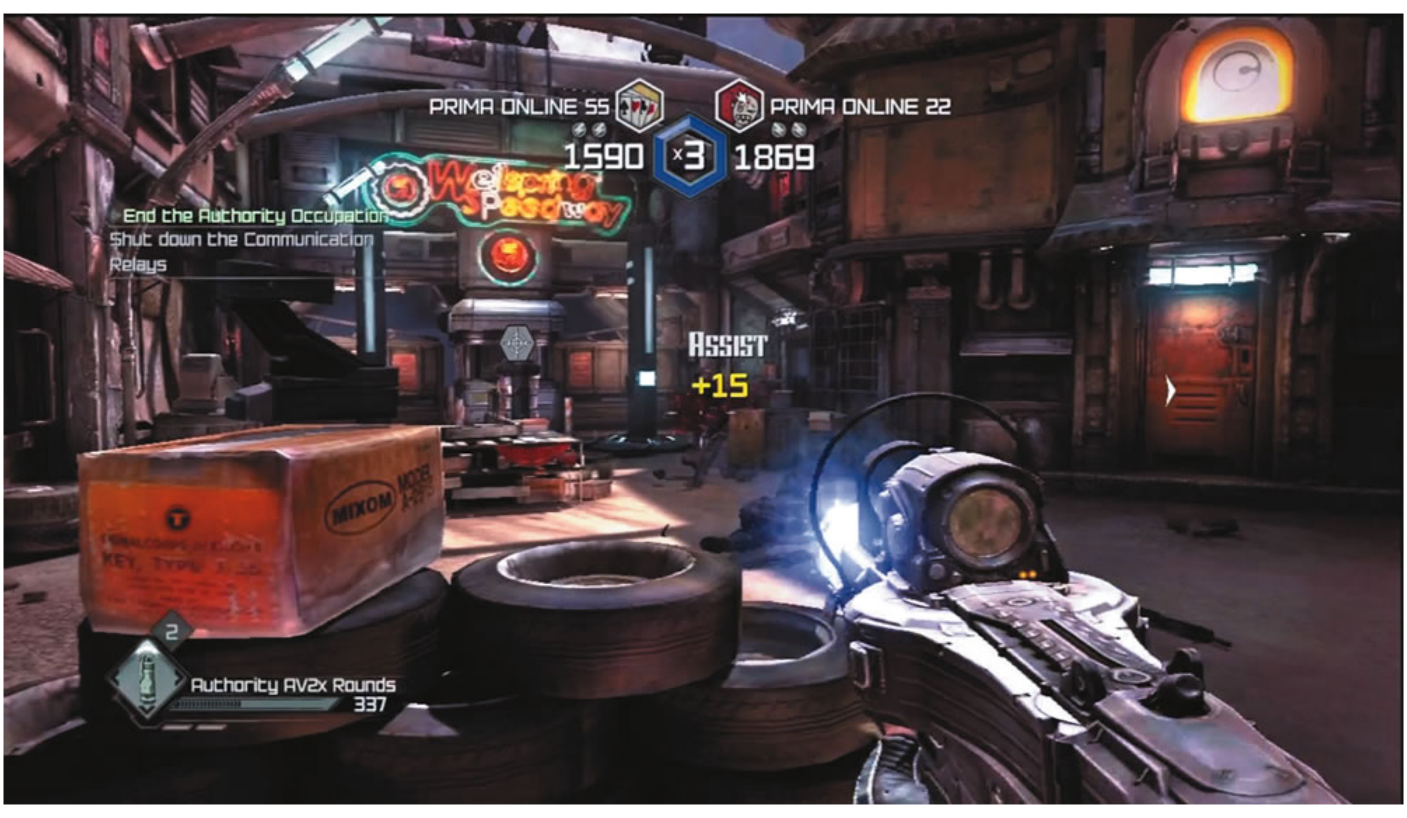
Image	Criteria
	Complete “Unwanted Guests”
<	Complete “Unwanted Guests” on Nightmare difficulty


PRIMA ONLINE 55
PRIMA ONLINE 22
225
×2
185
End the Authority Occupation
4
Authority AV2x Rounds
312

You’re back in Wellspring, this time fighting back against the Authority. Before getting underway, select your Authority Machine Gun and load Authority AV2x Rounds—you’ll have a much easier time punching through enforcer body armor with these EMP-enhanced bullets. Clear out the Second Chance Bar first, using an EMP Grenade to disable the generator behind the bar so you can get past the security barriers. Out in the street, prepare to engage a mix of enforcers and Authority mutants. Work with your buddy to flank the enforcers equipped with energy shields. They can only face one of you at a time, so while your teammate gets their attention, move in to flank. Disable the next generator in the alley by the Sheriff’s office and look for a pair of Rocket Launchers near an ammo cache.


PRIMA ONLINE 55
PRIMA ONLINE 22
865
×4
960
End the Authority Occupation
Find the source of the Authority Signal
2
Authority AV2x Rounds
275

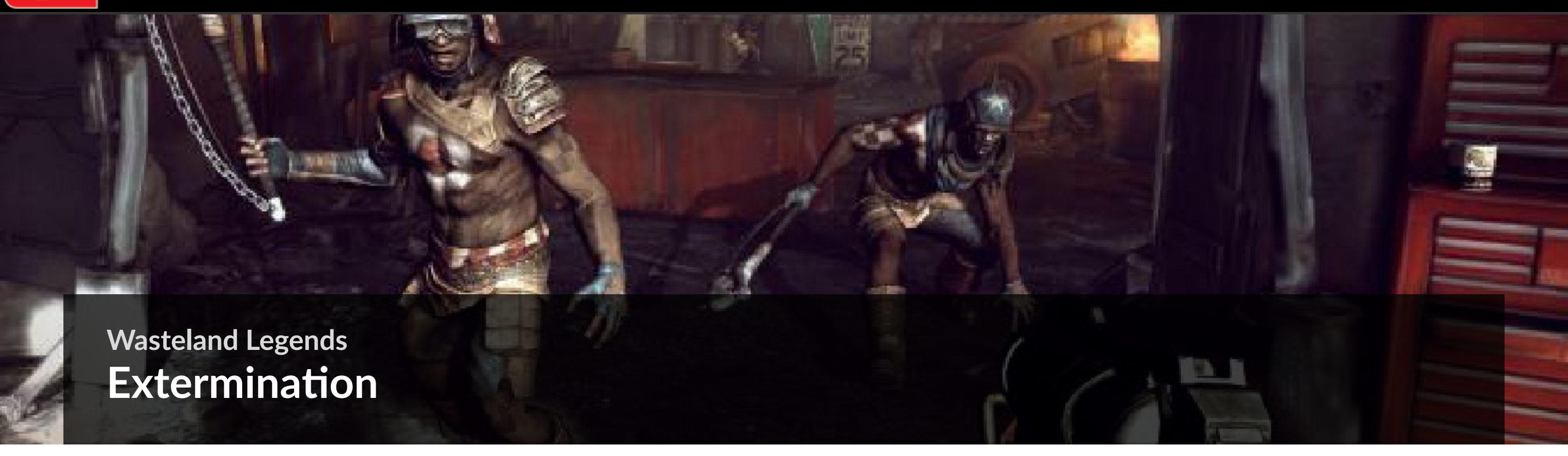
You can find a Sentry Turret in Mick’s garage. Deploy it in the street just beyond Sheriff Black’s office to suppress the enforcers and Authority mutants attacking from the direction of Rusty’s Auto Parts. The Sentry Turret won’t do much damage, but it will help draw the enemy’s attention away from you. This allows you to fine-tune your targeting without worrying about evading return fire. The Sentry Turret can even be deployed on the second floor of the nearby house, aiming through the window facing the street. This gives it a more unobstructed view of the area and makes it harder for the Authority units to attack it.


PRIMA ONLINE 55
PRIMA ONLINE 22
1590
×3
1869
End the Authority Occupation
Shut down the Communication Relays
ASSIST
+15
2
Authority AV2x Rounds
337

As you near the Communication Relays by the Wellspring Speedway, watch out for the Authority boss guarding the area. Use your Rocket Launchers to weaken him, then mow him down with your Authority Machine Guns. Toss an EMP Grenade at the generator by the Speedway and prepare for a counter attack by enforcers arriving overhead via jetpacks. Once the Communications Relays are disabled and all Authority units are dead, the mission is complete—you’ve successfully liberated Wellspring!

Developer Tips

- You can refill your EMP Grenades at the ammo piles.
- EMP will take out Authority shields.
- Check the house, beyond the Sheriff’s office, for items.



Wasteland Legends

Extermination

Description:

The Legend about how JK Stiles brought in some hired guns to help "clean up" the set of Mutant Bash TV after a horde of mutants escaped and ran wild.

Objective:

Mutants on the loose! Exterminate them all!

Enemies:

151

Bosses:

2

Collectibles:

3

Starting Weapons:

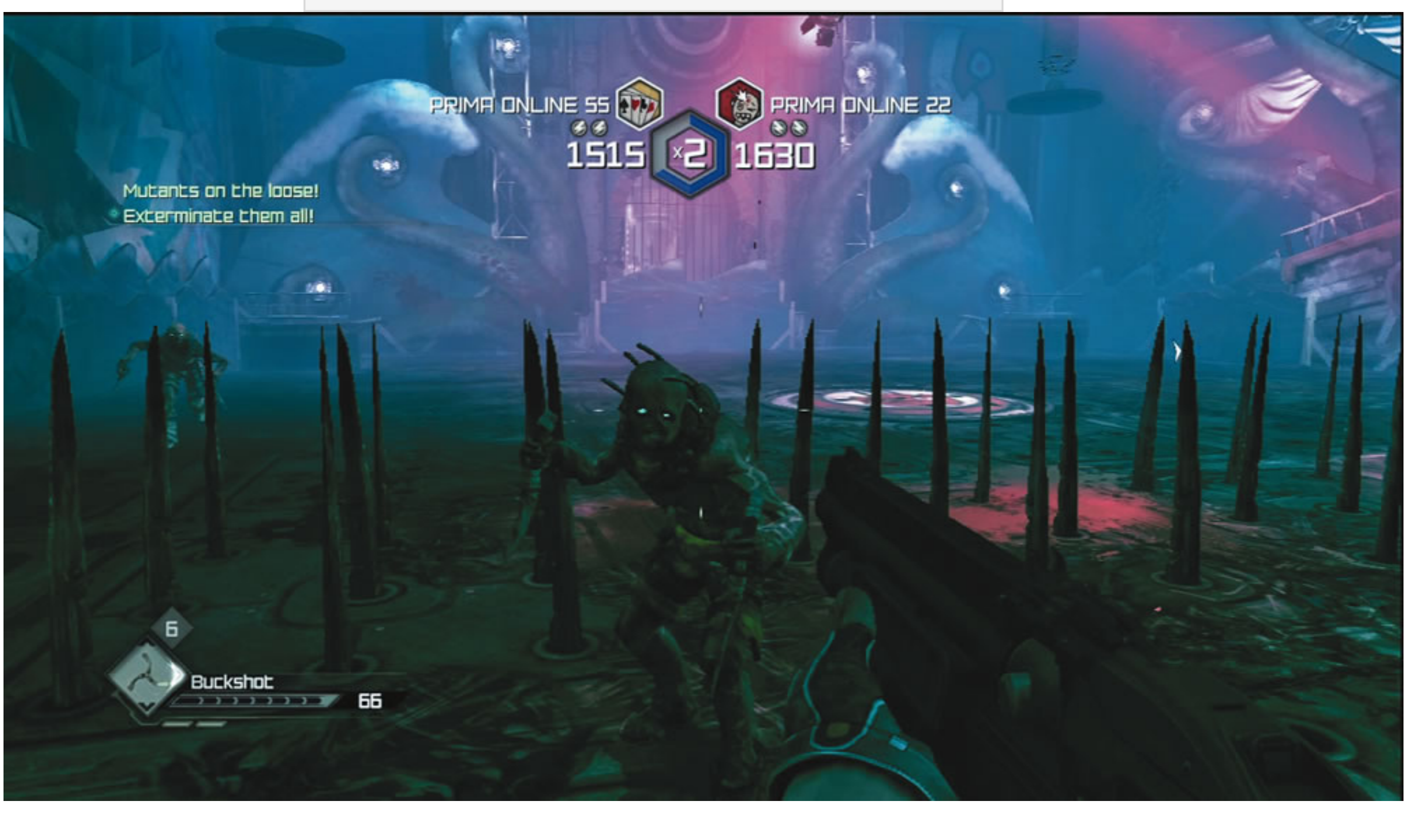
- Settler Pistol
- Striker Crossbow
- Combat Shotgun
- Authority Machine Gun

Scoring Milestones

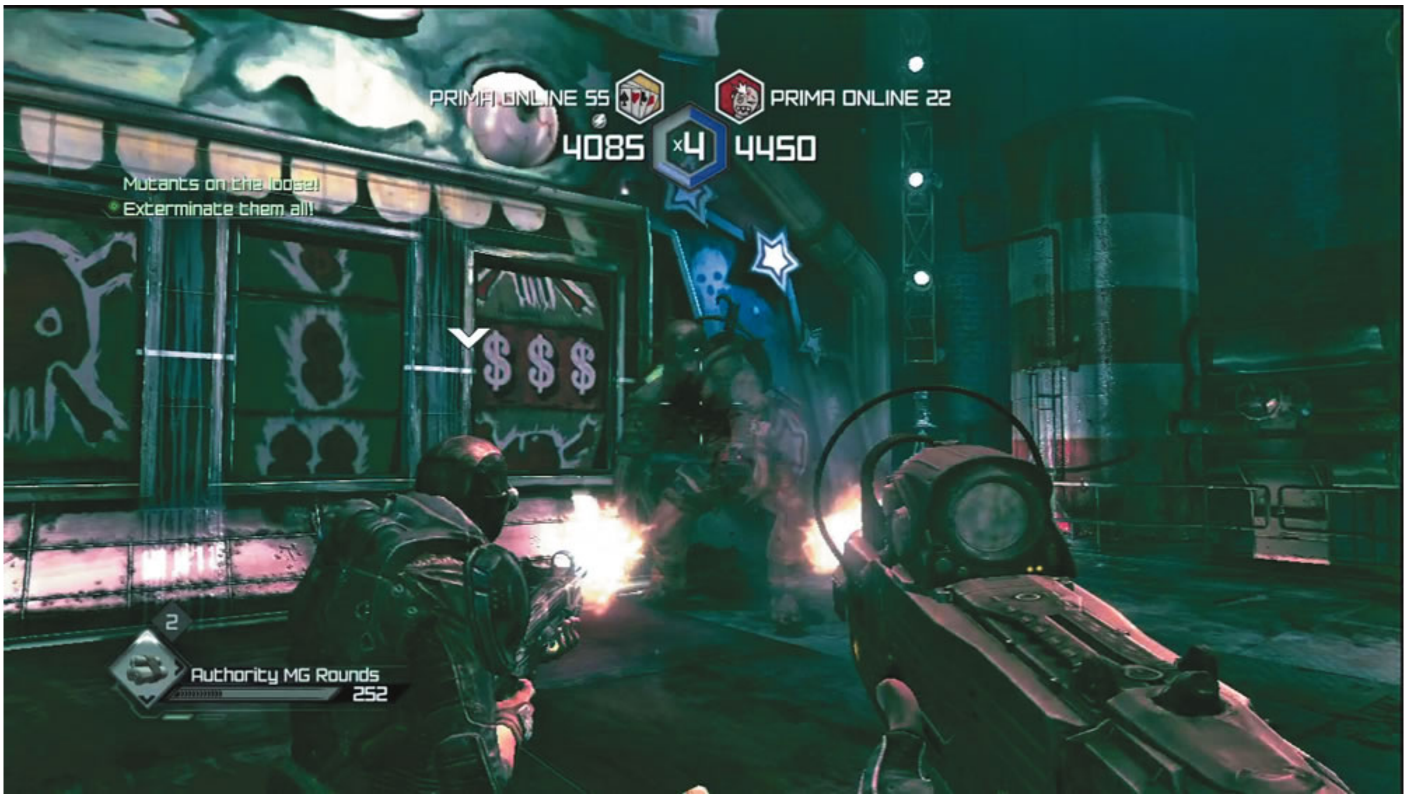
Rank	Score
Noteworthy	0
Celebrated	7000
Famous	14000
Revered	21000
Legendary	28000

Mission Emblems

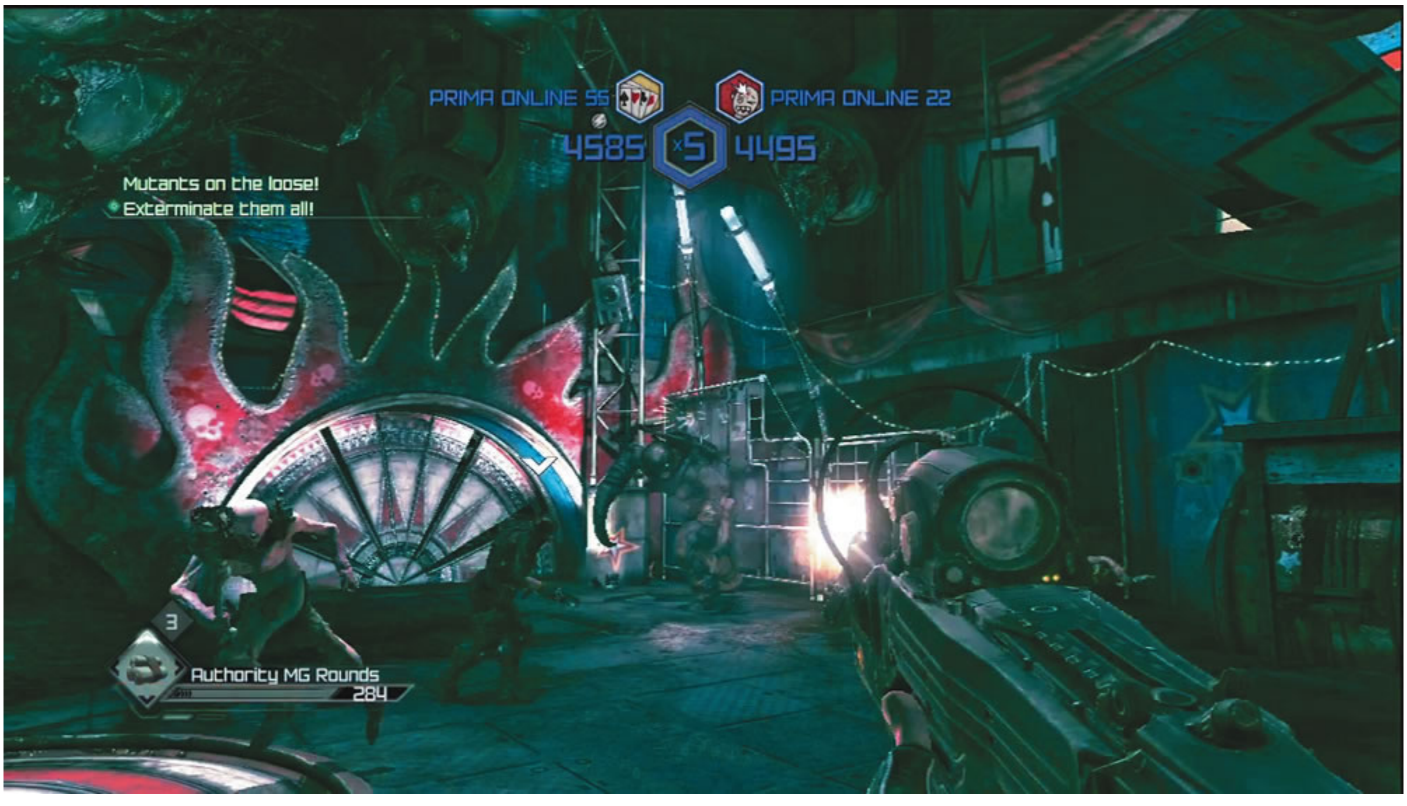
Image	Criteria
	Complete "Extermination"
	Complete "Extermination" on Nightmare difficulty



There's a problem at the Mutant Bash TV studio. Mutants have broken free and taken over the entire facility. It's your job to clean house. Unlike episodes of Mutant Bash TV, the mutants are absolutely everywhere, no longer confined to the arenas, so don't let your guard down and keep your Combat Shotgun fully loaded and ready to fire. You advance through the studio in reverse order, starting with the backstage area before entering the fourth arena, Shipwreck Cove. The floor spikes here are malfunctioning, emerging in long rows wherever the red spotlights shine on them. While you're busy blasting mutants, keep an eye on the red spotlights and be ready to move before you get impaled.



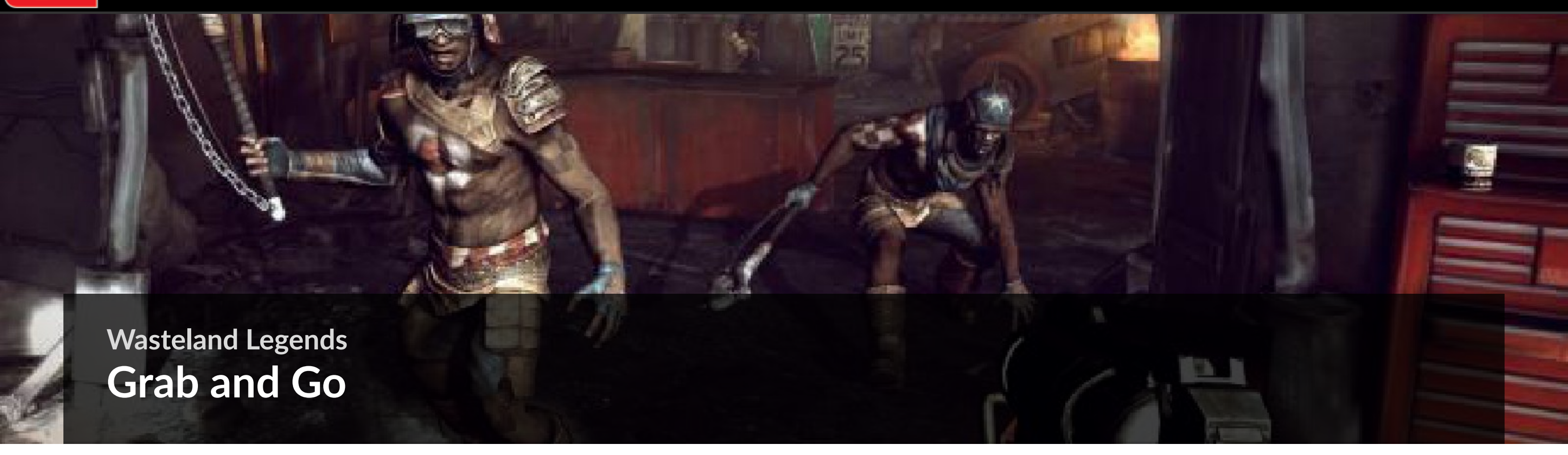
When you reach the bonus round arena, the slot machine prop isn't functioning. That doesn't stop mutants from crawling out of every opening, including the hatch in the center. With no floor spikes to dodge, this fight isn't too difficult. Use your Combat Shotgun and Wingsticks to take out the mutants. Switch to your Authority Machine Gun when a tentacle mutant emerges from the central hatch. Circle strafe around the tentacle mutant to avoid his charging and whip-like attacks. Just in case, keep Bandages ready to heal yourself. Focus your fire on the tentacle mutant's head to take him down faster.



After a brief (yet intense) encounter with some slime mutants in the Monkey Business arena, drop through the hatch in the floor and stock up on ammo before entering the last arena. Shortly after entering the arena, another tentacle mutant barges in. Using your Authority Machine Guns, work together to dish out as much damage on the tentacle mutant as possible. You only have a short time to focus on him before more mutants trickle into the arena. At that point, divide the labor, with one focusing on the tentacle mutant while the other takes out the other mutants. Ganging up on the tentacle mutant early greatly diminishes his health, so one player should have no problem finishing him off. In the corridor beyond the arena, blast your way past more mutants and slime mutants. Pop Rockets work great against slime mutants. Clearing the final corridor completes the mission.

Developer Tips

- Try to kill mutants before the floor spikes and spinning ape do.
- When fighting the tentacle mutant at the end, have one player focus on him while the other targets the mutants.
- Use Electro Bolts to stun the slime mutants.



Wasteland Legends

Grab and Go

Description:

The Legend about how Sheriff Black's men infiltrated a bandit clan's hideout and stole the plans to their RC Bomb Cars.

Objective: Infiltrate the Shrouded Base.

Enemies: 58

Bosses: 3
Collectibles: 3

Starting Weapons:

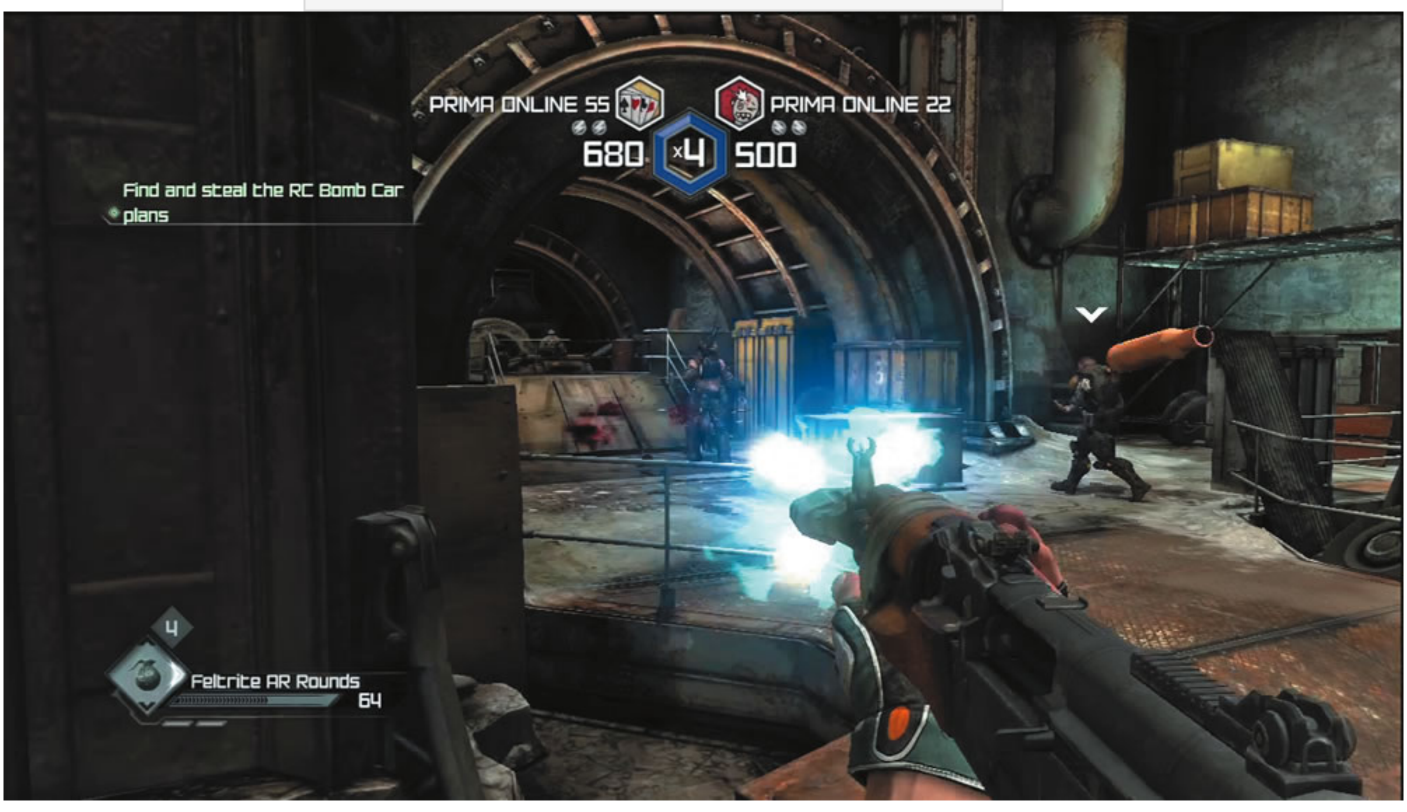
- Fists
- Settler Pistol
- Combat Shotgun
- Assault Rifle

Scoring Milestones

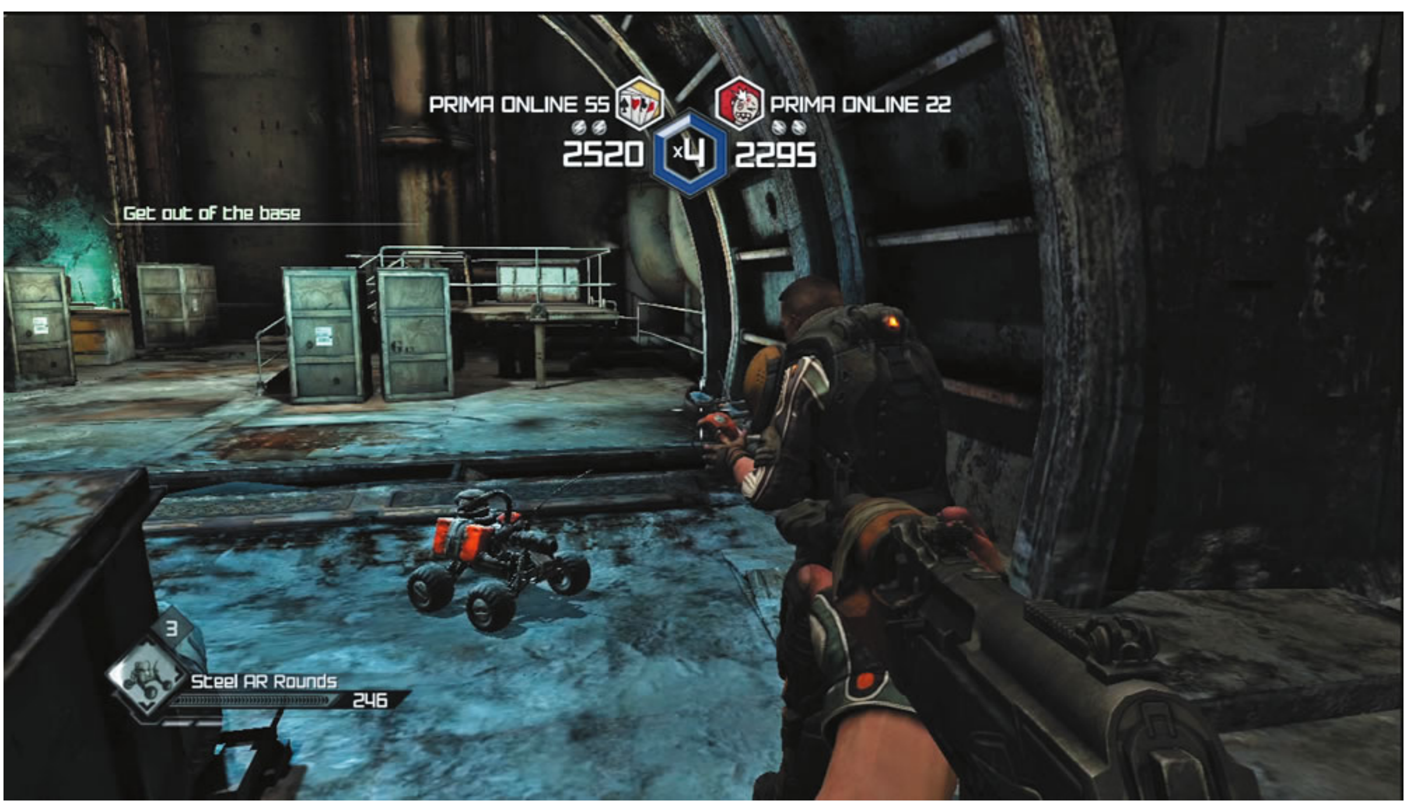
Rank	Score
Noteworthy	0
Celebrated	2800
Famous	5700
Revered	8600
Legendary	11500

Mission Emblems

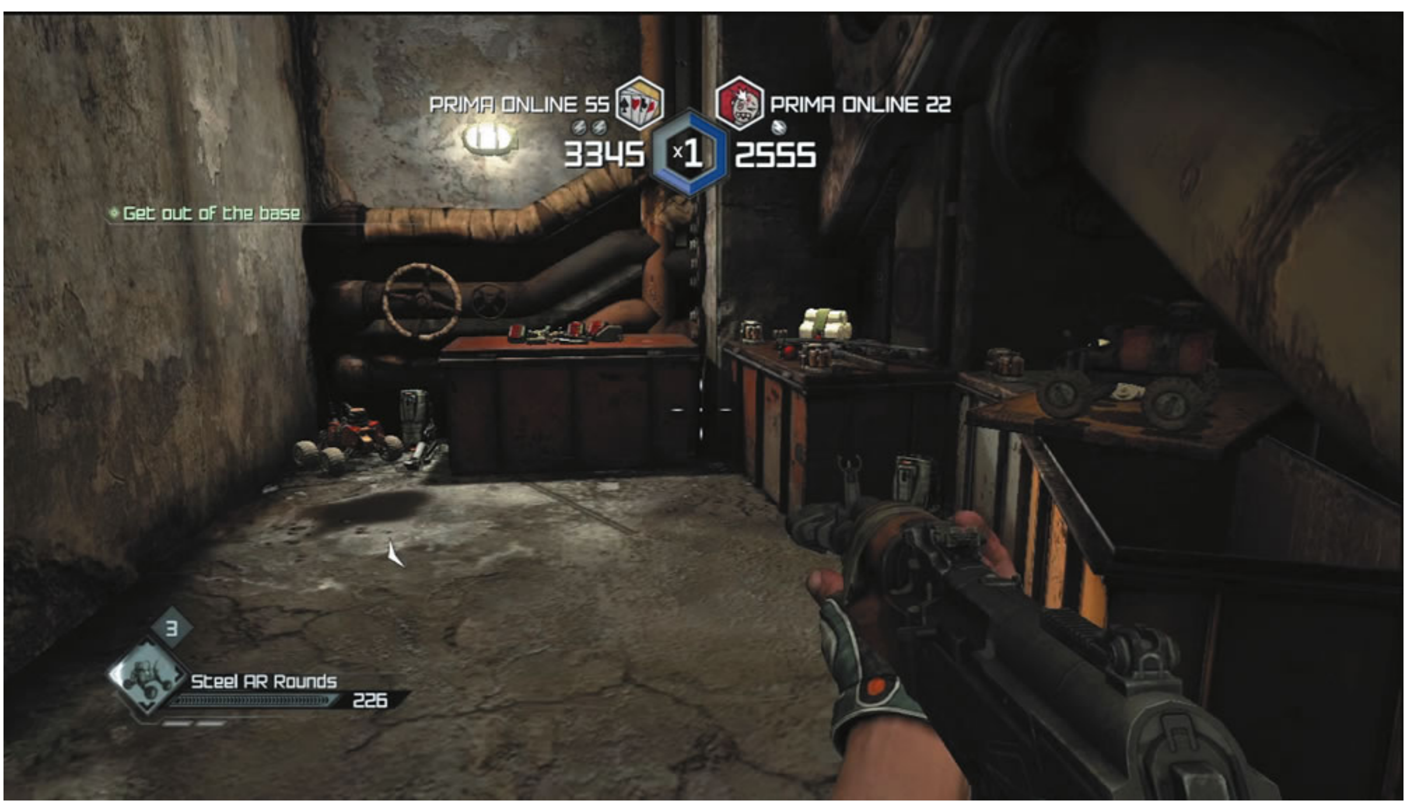
Image	Criteria
	Complete "Grab and Go"
	Complete "Grab and Go" on Nightmare difficulty



In this mission you must raid the Shrouded Bunker and steal the RC Bomb Car plans—sound familiar? Fortunately, this time you have a friend to help take on the crafty Shrouded bandits. But even with extra help, the Shrouded bandits are no piece of cake. Watch out for the guys toting shotguns and don't let them get close. Also, these bandits love to throw grenades, so watch for the red grenade indicator on screen and be prepared to run away. You also encounter three Shrouded bosses, each coated in heavy armor. Stun these guys with HE Grenades and then pick apart their armor with your Assault Rifles. The armor-piercing Feltrite AR Rounds are much more effective against these guys than the standard Steel AR Rounds.



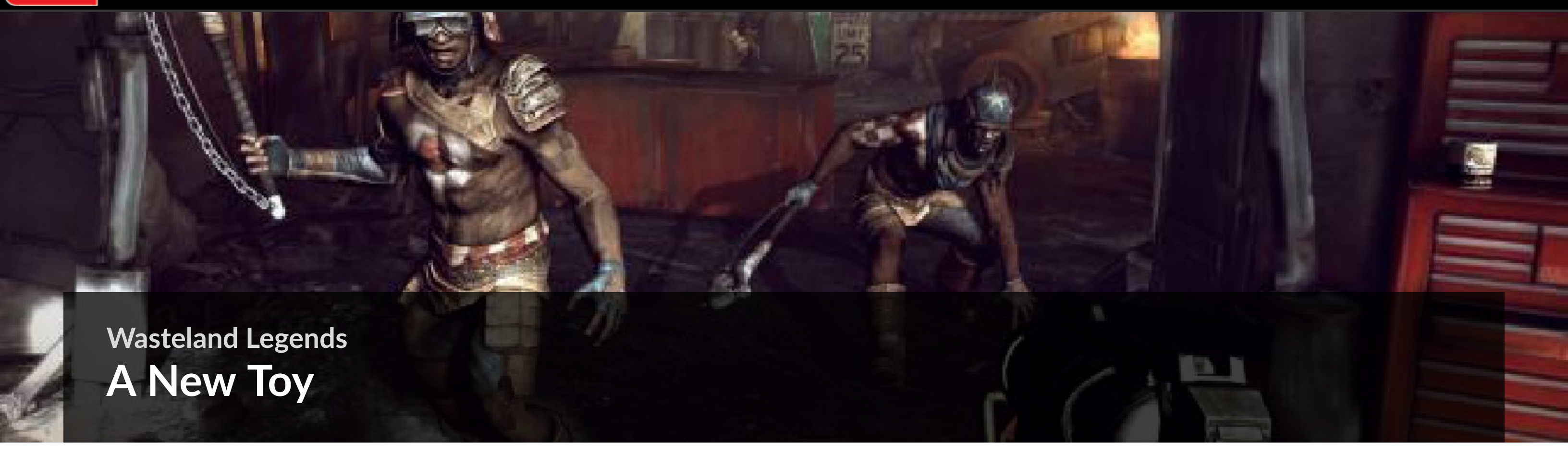
As expected, the Shrouded Bunker is filled with RC Bomb Cars you can collect and use against the bandits. Before deploying an RC Bomb Car, make sure you've found a relatively safe location to avoid taking damage while controlling the car. Once you've found a safe spot, have your teammate suppress the enemy with automatic fire while you race your RC Bomb Car toward a group of enemies. Use the boost function to speed up, hopefully reaching your targets before the bandits can shoot the RC Bomb Car. Once the car is near an enemy or group of enemies, detonate the onboard explosives before the enemy can run away. Like any explosive weapon, RC Bomb Cars are great for scoring Brutal bonuses.



After retrieving the Bomb Car Prototype from the safe, you must fight your way out of the Shrouded Bunker. You can find a Lock Grinder on a workbench near the safe. This Lock Grinder can be used to open a supply closet filled with tons of ammo, supplies, and a couple of Rocket Launchers. Although they only have four HE Rockets each, the Rocket Launchers make it much easier to finish off the final boss guarding the lift. Pummel the boss (and any other bandits) with HE Rockets, then board the lift to end the mission. If you didn't get the Rocket Launchers, use HE Grenades, Pop Rockets, or Feltrite AR Rounds to finish off the final Shrouded boss.

Developer Tips

- Grab the Lock Grinder that is near the Bomb Car Prototype.
- Use the Lock Grinder on a door before you get back to the atrium.
- RC Bomb Cars can be very effective.
- Watch out for the boss guarding the prototype and another that comes down the final elevator.



Wasteland Legends

A New Toy

Description:

The Legend about the carnage a couple of Resistance fighters created after finding, and then using, Authority Pulse Cannons during the raid of a Gearhead hideout.

Objective:

Steal the Authority Pulse Cannons from the Gearheads.

Enemies:

75

Bosses:

14

Collectibles:

3

Starting Weapons:

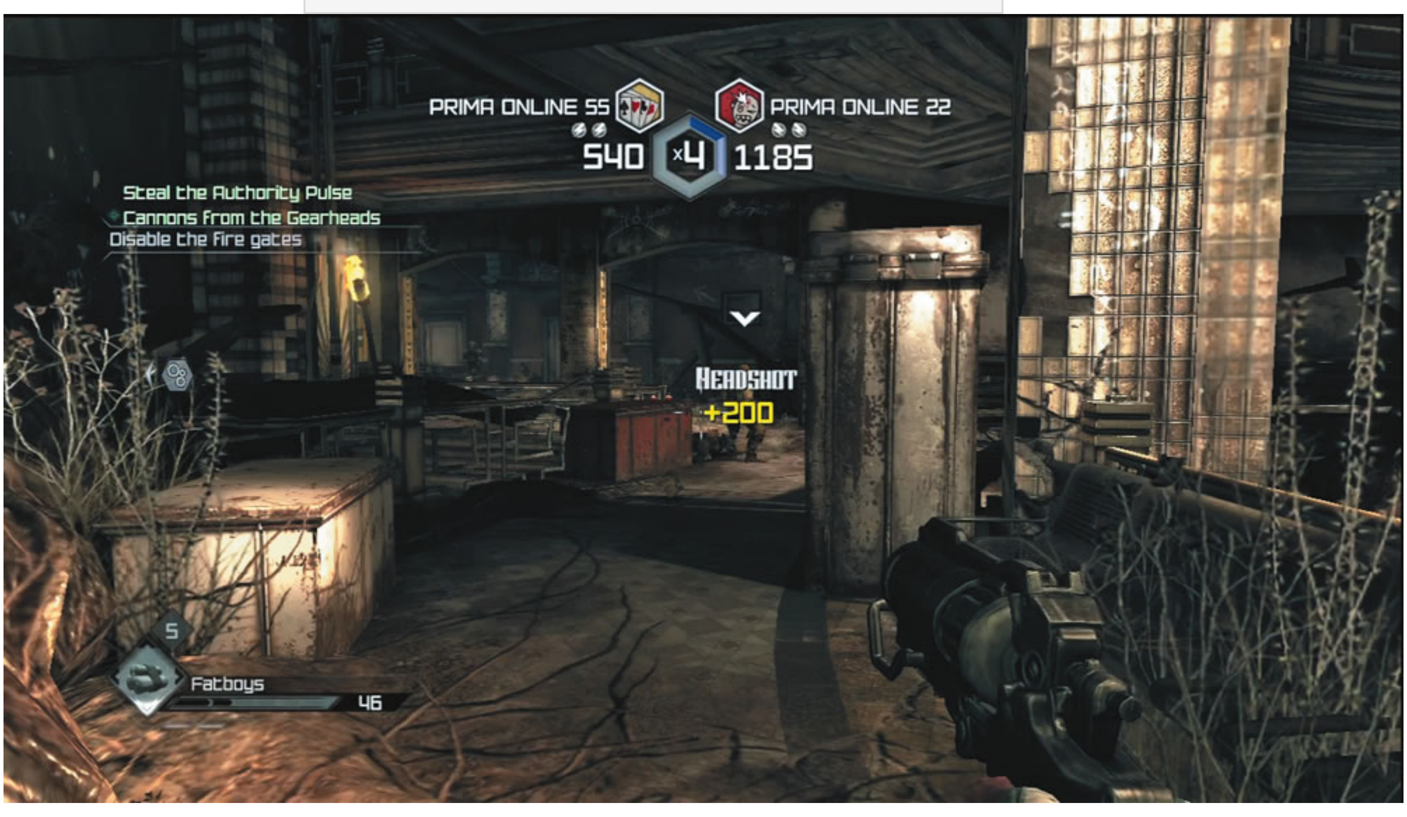
- Fists
- Settler Pistol
- Combat Shotgun
- Authority Machine Gun

Scoring Milestones

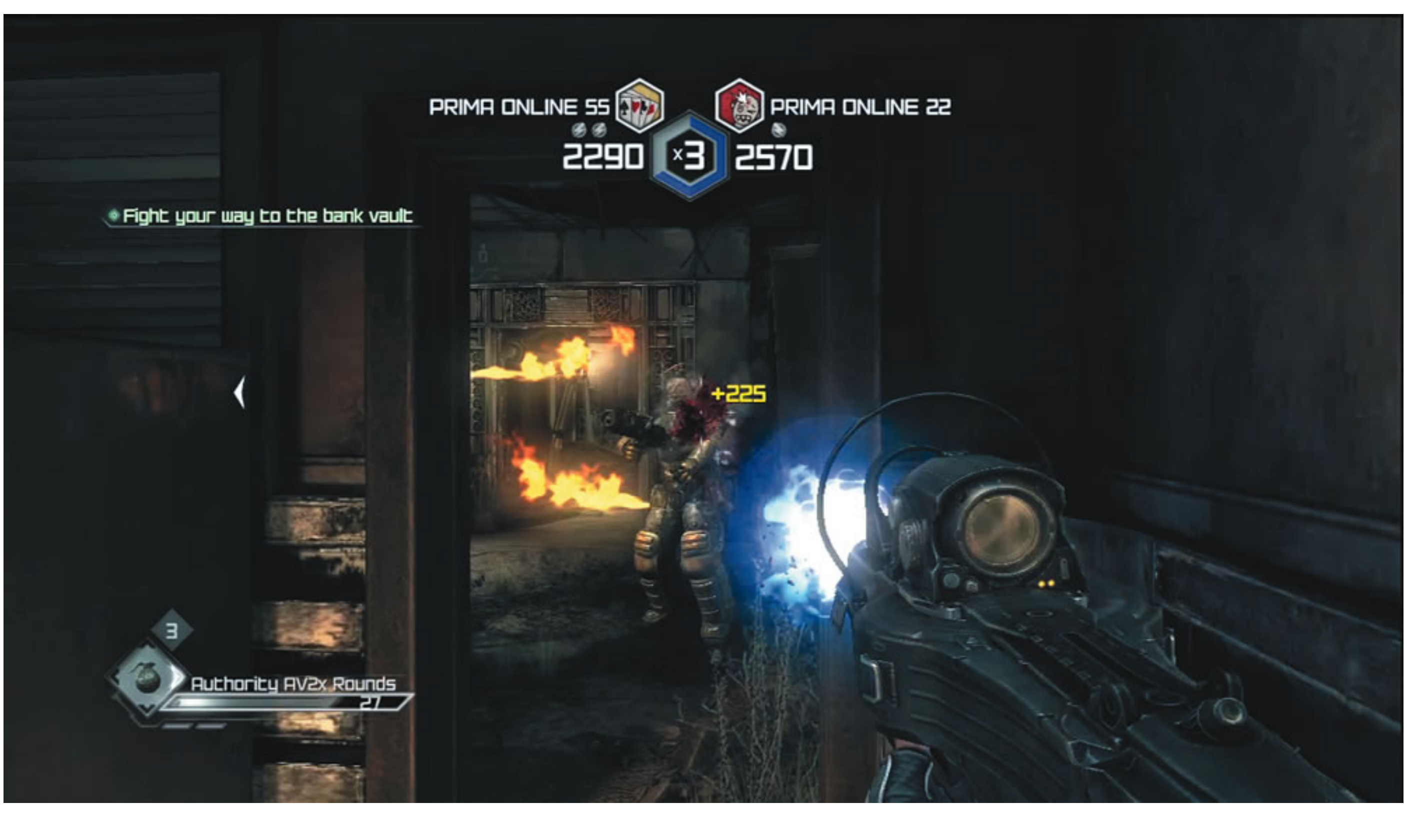
Rank	Score
Noteworthy	0
Celebrated	4600
Famous	9200
Revered	13900
Legendary	18500

Mission Emblems

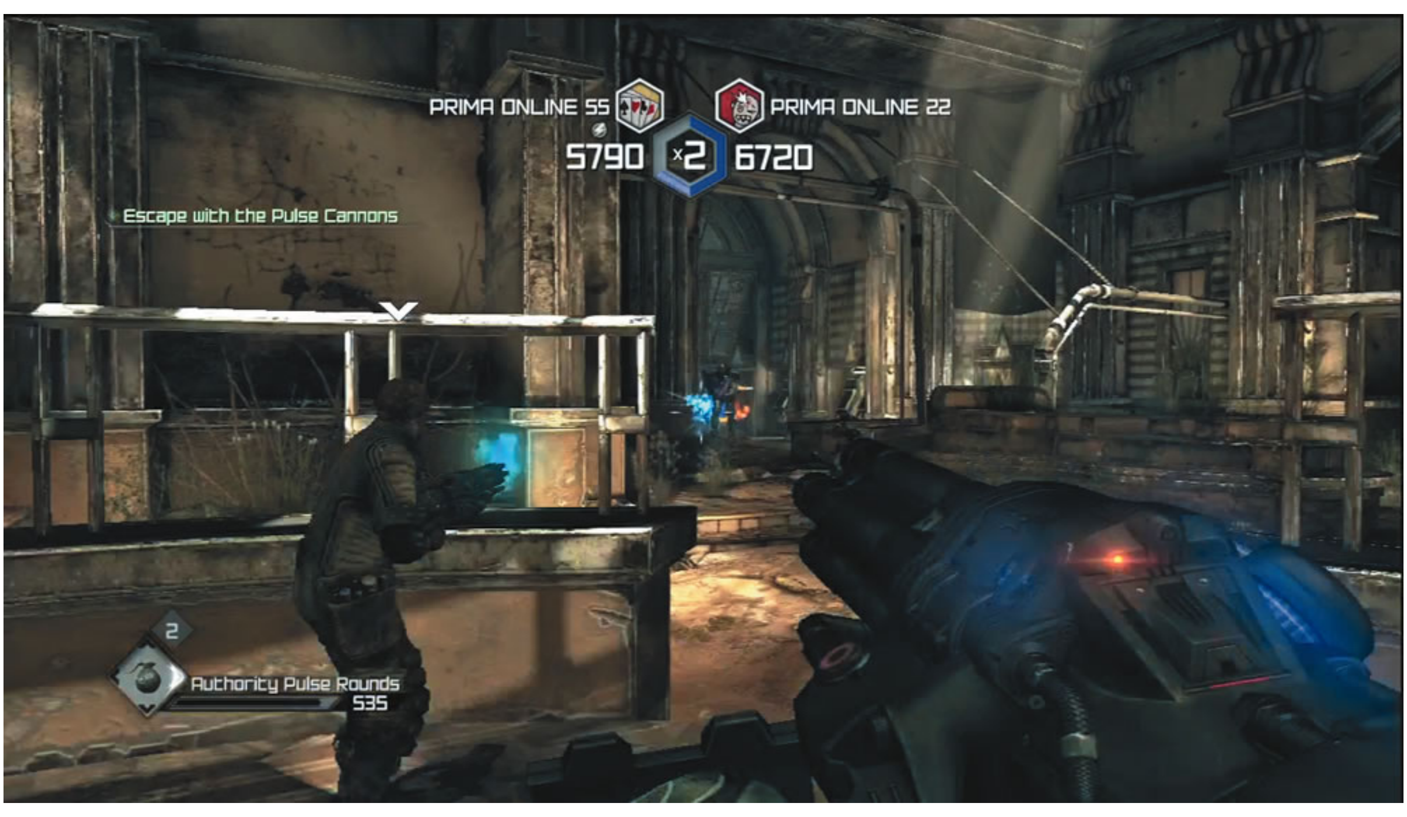
Image	Criteria
	Complete "A New Toy"
	Complete "A New Toy" on Nightmare difficulty


PRIMA ONLINE 55
PRIMA ONLINE 22
540
x4
1185
Steal the Authority Pulse Cannons from the Gearheads
Disable the fire gates
HEADSHOT
+200
5
Fatboys
46

Ready to raid the Gearhead Vault again? Even with the help of a second player, going up against the Gearheads is no simple task. To make matters worse, you don't have any armor-piercing ammunition to begin with. However, don't underestimate the effectiveness of Fatboys against these heavily armored foes. Fatboys are part of your initial loadout and can be replenished from any ammo cache. These heavy bullets don't kill Gearheads instantly, but they can certainly daze and disorient them, making it easy to fire a follow-up shot or two for the kill. Fight your way through the parking garage, then disable the fire barriers by turning the valve on the second floor of the plaza, just outside the bank.


PRIMA ONLINE 55
PRIMA ONLINE 22
2290
x3
2570
Fight your way to the bank vault
+225
3
Authority AV2x Rounds
27

Prepare for intense firefights with more Gearheads inside the bank. Take your time thinning out the resistance in the lobby, primarily using Fatboys to dispatch the large number of bandits. Save your Authority AV2x Rounds for when you reach the bank offices. Here you're trapped by two flame barriers blocking the entrance and exit while two Gearhead bosses enter—one is armed with a flamethrower and the other is armed with a minigun. Stun each boss with HE Grenades or Pop Rockets, then unload on them with Authority AV2x Rounds. Once the two bosses are down, proceed to the vault and grab the Authority Pulse Cannons.

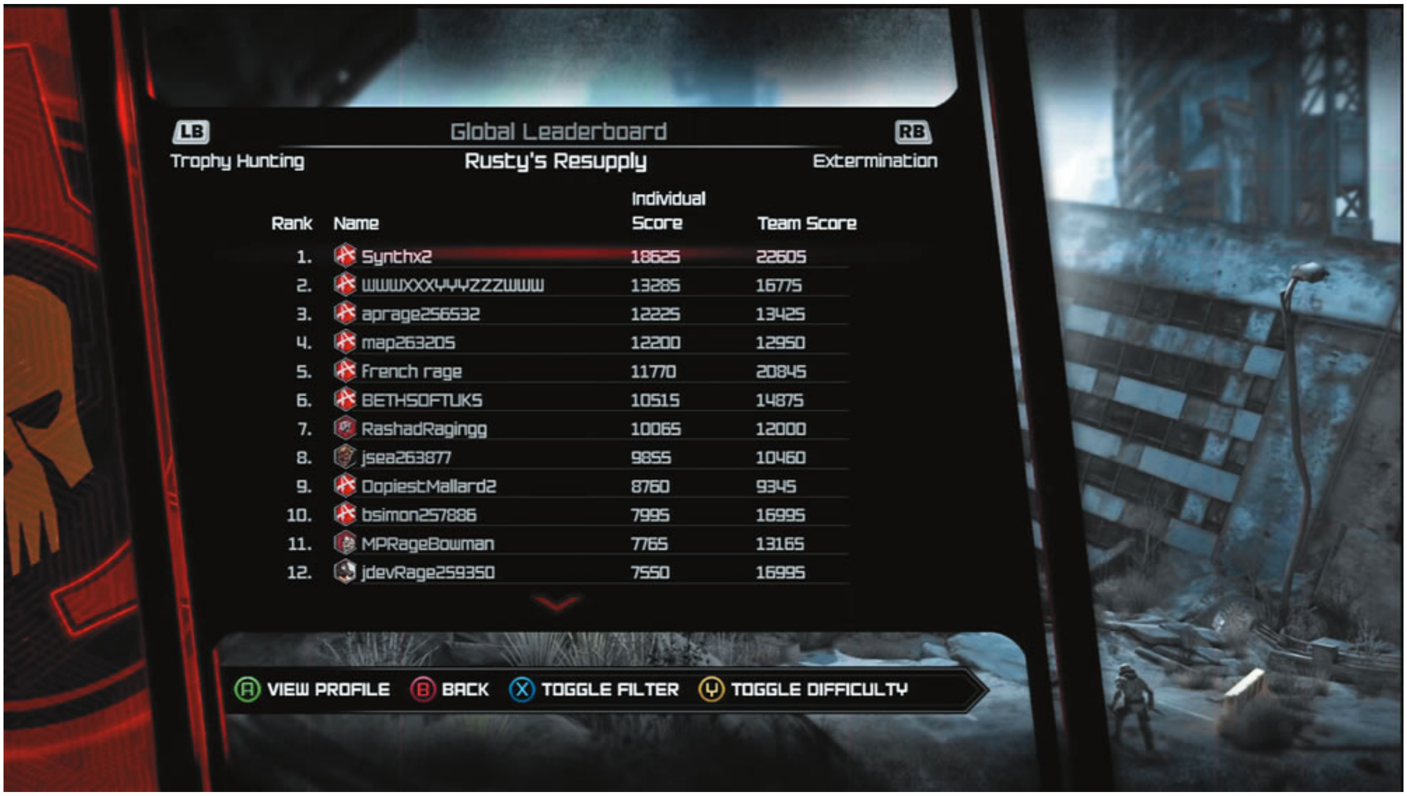

PRIMA ONLINE 55
PRIMA ONLINE 22
5790
x2
6720
Escape with the Pulse Cannons
2
Authority Pulse Rounds
535

The Authority Pulse Cannons make it much easier to chew through the Gearheads on your way out of the bank, however don't get overconfident. The Gearheads attack aggressively with several bosses near the double staircase. Hold at the top of the staircase and toss HE Grenades down at the bosses to stun them, then finish them off with the Authority Pulse Cannons. By the time you reach the lobby, the Gearheads have been replaced by Authority units—apparently they want their weapons back. Seek cover and fend off the counterattack by the enforcers and Authority mutants. Deploy any Sentry Turrets you've gathered and aim them toward the center of the lobby. They won't do much damage, but adding some extra firepower never hurts. Fend off the Authority attack in the lobby to complete the mission.

Developer Tips

- Shoot helmets off of enemies so you can get headshots.
- You can get headshots on the Sentry Bots, too.
- Grab a nice stash of items in the bar before you go up the plaza elevator.
- Drop a Sentry Turret down right after you go through the first fire gate.
- After you get the Authority Pulse Cannons, hang out at the top of the stairs so that you can control the flow of attackers.
- Save some firepower for the final fight, as you fight a lot of Authority, including an Authority boss.

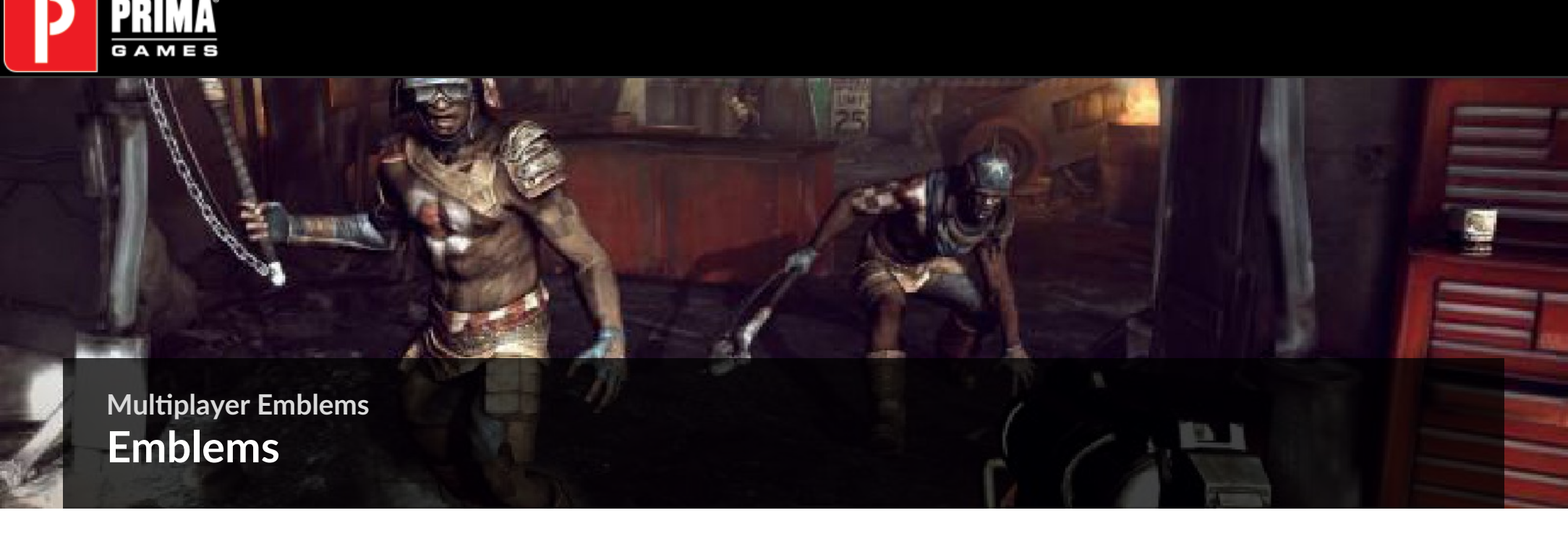
Careers and Leaderboards



Rank	Name	Individual Score	Team Score
1.	Synthx2	18625	22605
2.	WWWXXXYYYZZZWWW	13285	16775
3.	aprage256532	12225	13425
4.	map263205	12200	12950
5.	French rage	11770	20845
6.	BETHSOFTUKS	10515	14875
7.	RashadRagingg	10065	12000
8.	jsea263877	9855	10460
9.	DopiestMallard2	8760	9345
10.	bsimon257886	7995	16995
11.	MPRageBowman	7765	13165
12.	jdevRage259350	7550	16995

Select an emblem to accompany your online persona during multiplayer matches. The emblem also appears next to your name on the leaderboards.

By accessing the Career screen, you can view all your emblems as well as your Road RAGE and Wasteland Legends stats. Every time you perform a certain task or complete a Wasteland Legends mission, you receive an emblem. Through the Career screen you can select one of your collected emblems, choosing an icon to accompany your name during online matches. These emblem icons appear next to your name during Wasteland Legends or above your car in Road RAGE matches. Emblems also appear next to your name on the leaderboards. There are leaderboards for both Road RAGE and Wasteland Legends. On the Road RAGE leaderboards, you can sort the results by game mode to see the players with the highest score on each. On the Wasteland Legends leaderboards, the results are sorted by mission, showing both individual and team scores. On all leaderboards you can use the Toggle Filter option to see where you place among the competition. Sort the results again to see how you stack up against your friends. If you're the competitive type, keep playing the multiplayer offerings to see how high you can get on the leaderboards.



Multiplayer Emblems

Emblems

Multiplayer Emblems	
Image	Criteria
	You own RAGE! Thanks for your support!
	Achieve Level 2
	Achieve Level 3
	Achieve Level 4
	Achieve Level 5
	Achieve Level 6
	Achieve Level 7
	Achieve Level 8
	Achieve Level 9
	Achieve Level 10
	Achieve Level 11
	Achieve Level 12
	Achieve Level 13
	Achieve Level 14
	Achieve Level 15
	Achieve Level 16
	Achieve Level 17
	Achieve Level 18
	Achieve Level 19
	Achieve Level 20

Road RAGE	
Image	Criteria
	Earn 10 kills in Road RAGE
	Earn 25 kills in Road RAGE
	Earn 50 kills in Road RAGE
	Earn 100 kills in Road RAGE
	Earn 10 Revenge kills in Road RAGE
	Earn an Afterlife kill in Road RAGE
	Earn a Pull! kill in Road RAGE
	Earn an Air Mail kill in Road RAGE
	Picked up the most Recharge items in a match
	Fewest deaths in a match
	Get 10 Triads in Triad Rally
	Get 25 Triads in Triad Rally
	Get 50 Triads in Triad Rally
	Get 100 Triads in Triad Rally
	Get 10 Triad Breakers in Triad Rally
	Get 25 Triad Breakers in Triad Rally
	Get 50 Triad Breakers in Triad Rally
	Get 100 Triad Breakers in Triad Rally
	Get Most Miles Driven award
	Collect 10 Meteors in Meteor Rally
	Collect 25 Meteors in Meteor Rally
	Collect 50 Meteors in Meteor Rally
	Collect 100 Meteors in Meteor Rally
	Get 10 Chain Breakers in Chain Rally
	Get 25 Chain Breakers in Chain Rally
	Get 50 Chain Breakers in Chain Rally
	Get 100 Chain Breakers in Chain Rally
	Get Most Chain Breakers award
	Get Max Chain 10 times in Chain Rally
	Get Max Chain 25 times in Chain Rally
	Get Max Chain 50 times in Chain Rally
	Get Max Chain 100 times in Chain Rally
	Get Most Kills award
	Get Most Rally Captures award
	Get Longest Chain award
	Get Most Special Kills award
	Get Longest Killstreak award
	Get Longest Life award
	Get Most Meteors Collected award
	Get Most Triad Breakers award
	Get Most Meteors Dropped award
	Get Most Incomplete Triads award

Legends of the Wasteland	
Image	Criteria
	Get 10 headshot kills in Legends
	Get 25 headshot kills in Legends
	Get 50 headshot kills in Legends
	Get 100 headshot kills in Legends
	Complete a Legend without using Defibrillators
	Complete a Legend without using Defibrillators on Nightmare difficulty
	Receive the highest rating on a Legend
	Receive the highest rating on a Legend on Nightmare difficulty
	Earn 10 Defend kills in Legends
	Earn 20 Assists in Legends
	Earn 10 Revenge kills in Legends
	Earn 10 Combo kills in Legends
	Earn 15 Covert kills in Legends
	Blow up 3 enemies with an RC Car
	Find all Collectibles in Legends
	Complete "Grab and Go"
	Complete "Grab and Go" on Nightmare difficulty
	Complete "Unwanted Guests"
	Complete "Unwanted Guests" on Nightmare difficulty
	Complete "Water Service"
	Complete "Water Service" on Nightmare difficulty
	Complete "Season 1: Pilot"
	Complete "Season 1: Pilot" on Nightmare difficulty
	Complete "Extermination"
	Complete "Extermination" on Nightmare difficulty
	Complete "Life in Prison"
	Complete "Life in Prison" on Nightmare difficulty
	Complete "Rusty's Resupply"
	Complete "Rusty's Resupply" on Nightmare difficulty
	Complete "A New Toy"
	Complete "A New Toy" on Nightmare difficulty
	Complete "Trophy Hunting"
	Complete "Trophy Hunting" on Nightmare difficulty

	Get Most Chain Breakers award
	Get Max Chain 10 times in Chain Rally
	Get Max Chain 25 times in Chain Rally
	Get Max Chain 50 times in Chain Rally
	Get Max Chain 100 times in Chain Rally
	Get Most Kills award
	Get Most Rally Captures award
	Get Longest Chain award
	Get Most Special Kills award
	Get Longest Killstreak award
	Get Longest Life award
	Get Most Meteors Collected award
	Get Most Triad Breakers award
	Get Most Meteors Dropped award
	Get Most Incomplete Triads award

Get 100 Chain Breakers in Chain Rally

Legends of the Wasteland	
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	Complete "A New Toy" on Nightmare difficulty
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	Complete "Trophy Hunting" on Nightmare difficulty

Extras

Interface

Minimap: The minimap appears when you're in the Wasteland areas.
The flashing white line is the direction to your selected objective.
Blue dots are neutral/friendly vehicles.
Red dots are enemy vehicles.
A white diamond shows the location of your next objective.

Objective Text: This area of the screen displays updated objectives and mission info.

Quick Use Items: This area shows your currently equipped quick use item. The number in the upper right corner shows the amount you have left. Using the quick use selection menu, you can select from four different quick use items.
Ammo: This portion of the display shows how much ammo you have remaining, as well as the ammo type currently loaded.

Weapon Switch Menu: Use this menu to quickly swap weapons and ammo types. Weapons appear in the diamond-shaped window on the right. Upon selecting a weapon, the available ammo types appear in the diamond-shaped window to the left.

Crosshair: Your crosshair is located in the middle of the screen. The points on each side expand and contract based on how accurate your equipped weapon is. The crosshair turns into a prompt when you are able to interact with people, doors, vehicles, or other objects. While holding down the quick use button to cook grenades, a small bar appears underneath the crosshair to indicate when it will explode.

Defibrillator Charges: These bars indicate how full your defibrillator charges are. When you become incapacitated, you'll be able to revive yourself. However, the defibrillator takes time to recharge, so be aware if you don't have enough charge before entering a fight. If you die before it is fully charged, you will die and must load a saved game.